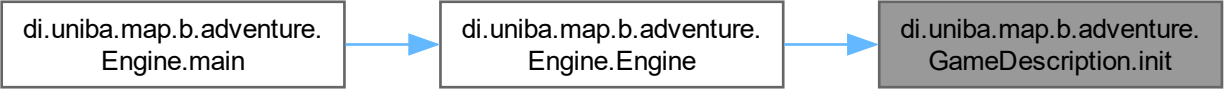


di.uniba.map.b.adventure.
Engine.main



```
graph LR; A[di.uniba.map.b.adventure.Engine.main] --> B[di.uniba.map.b.adventure.Engine.Engine]; B --> C[di.uniba.map.b.adventure.GameDescription.init];
```

di.uniba.map.b.adventure.
Engine.Engine

di.uniba.map.b.adventure.
GameDescription.init