

```
graph LR; A["di.uniba.map.b.adventure.impl.  
Window.Window"] -- self-loop --> A; A --> B["di.uniba.map.b.adventure.  
GameDescription.setDescription"]; style A fill:#fff,stroke:#333; style B fill:#ccc,stroke:#333;
```

di.uniba.map.b.adventure.impl.
Window.Window

di.uniba.map.b.adventure.
GameDescription.setDescription