

di.uniba.map.b.adventure.impl.
SaveGame.save

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graph LR; A[di.uniba.map.b.adventure.impl.  
SaveGame.save] --> B[di.uniba.map.b.adventure.impl.  
SaveGame.gameExists]; A --> C[di.uniba.map.b.adventure.type.  
Room.getId];
```

di.uniba.map.b.adventure.impl.
SaveGame.gameExists

di.uniba.map.b.adventure.type.
Room.getId