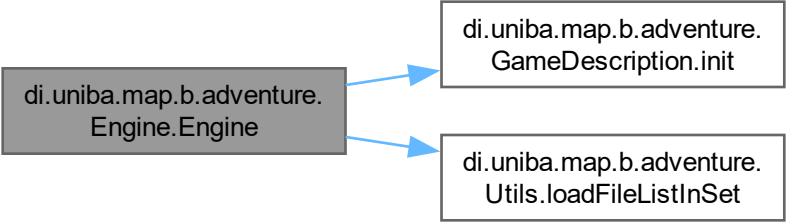


di.uniba.map.b.adventure.
Engine.Engine



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

The diagram illustrates two outgoing calls from the `di.uniba.map.b.adventure.Engine.Engine` class. Two blue arrows originate from the right side of the gray box and point to the two white boxes on the right.

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

di.uniba.map.b.adventure.
Utils.loadFileListInSet