



### Legenda

- 1- Instanciação
- 2- Instanciação, start, join
- 3- Instanciação, start, accept
- 4- readObject, writeObject, close
- 5- setThiefState, setThiefSpeed, setCanvasAP, setThiefSituation
- 6- handACanvas
- 7- rollACanvas
- 8- crawlIn, crawlOut, reverseDirection, buildParty, getRoomToSteal, getPosLogger
- 9- amINeeded, prepareExcursion, getPartyId