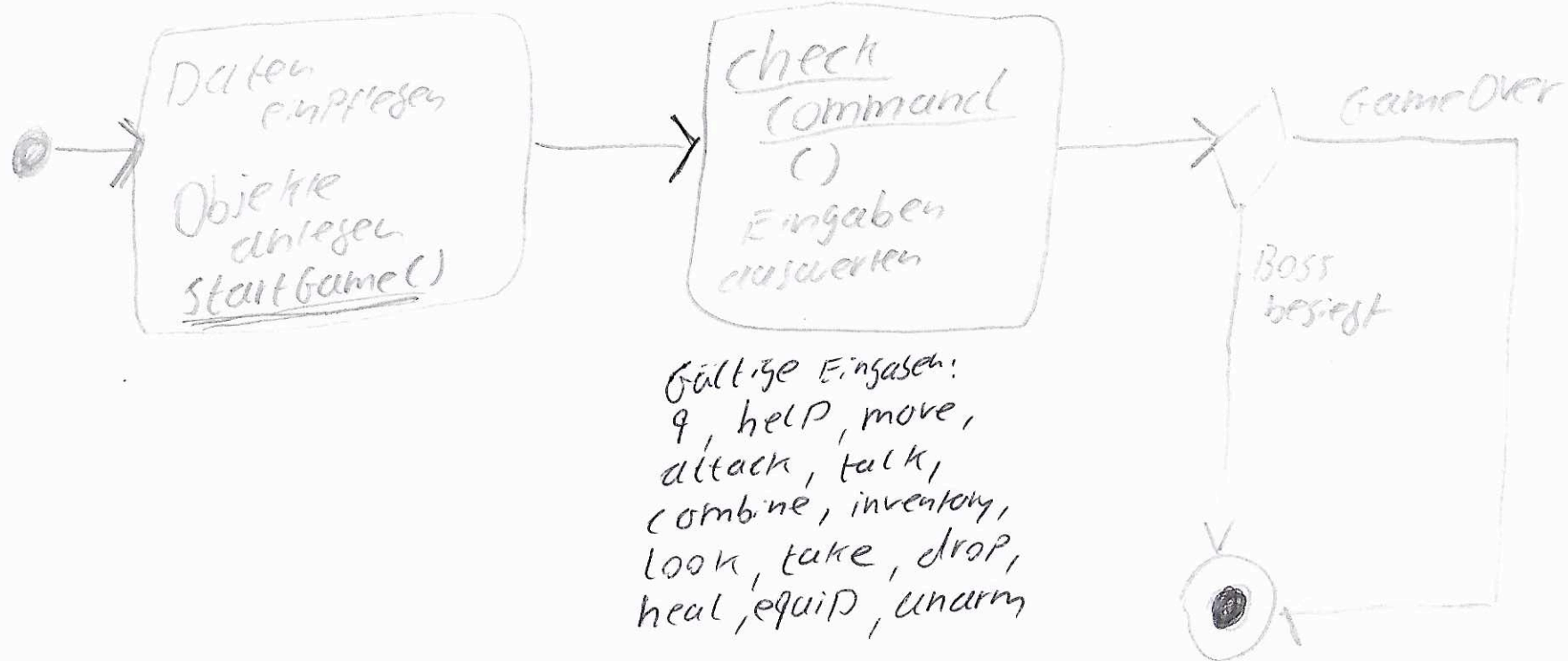
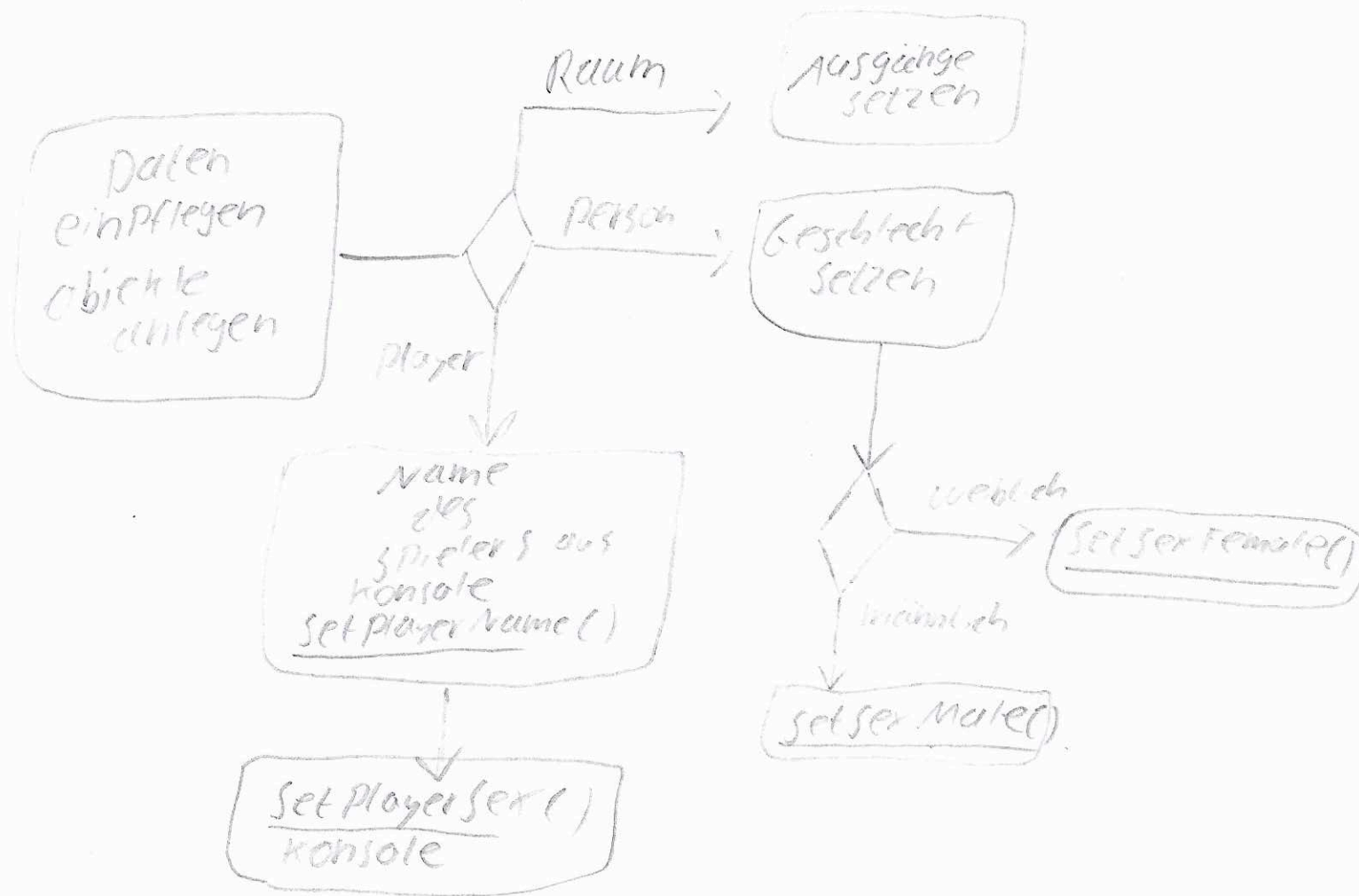


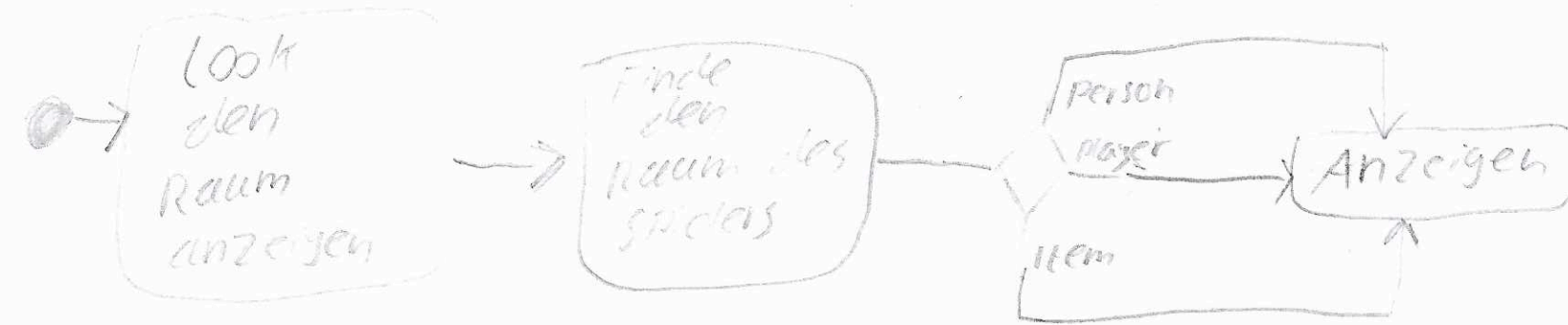
StartGame Überblick-
Fkt Methoden sind unterstrichen

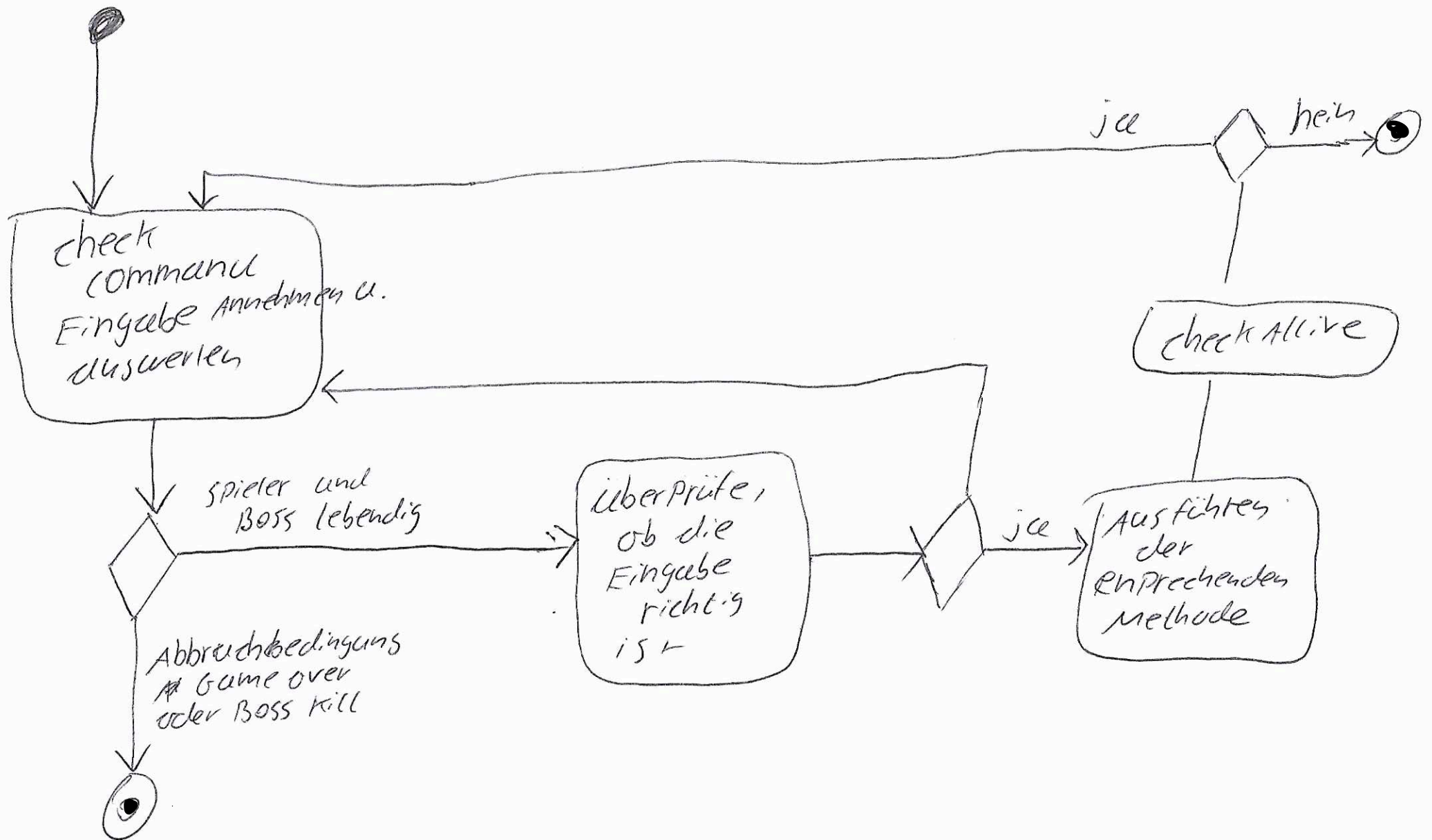


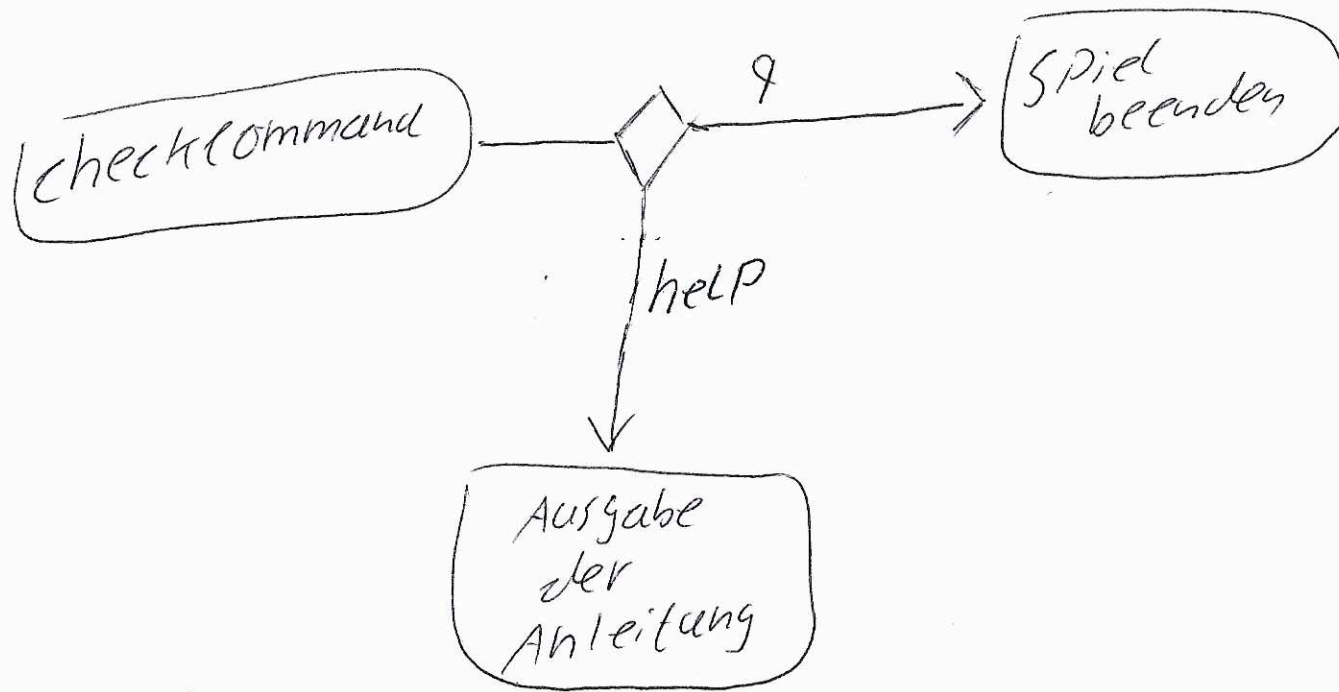
Objekte erzeugung und die passenden Methoden



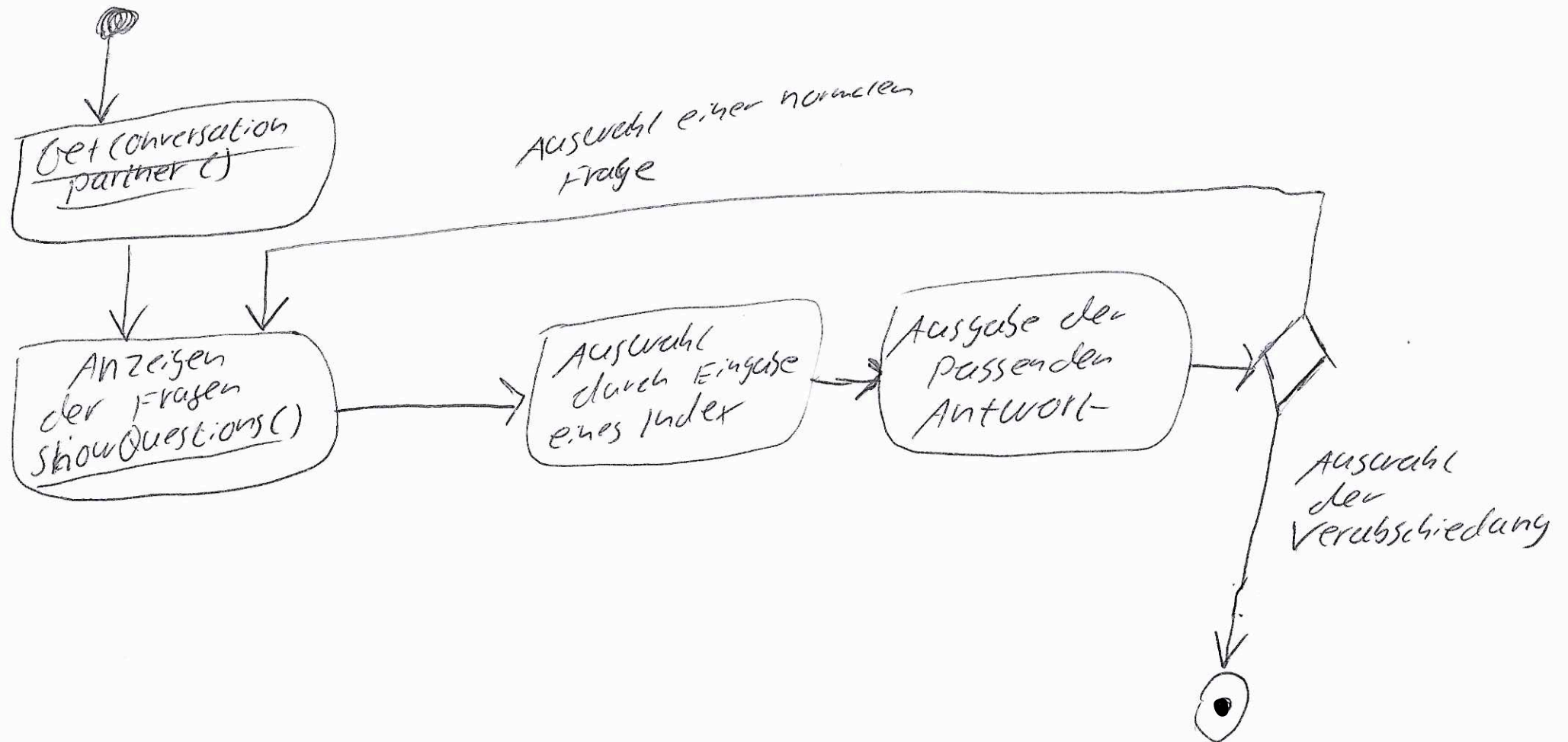
look





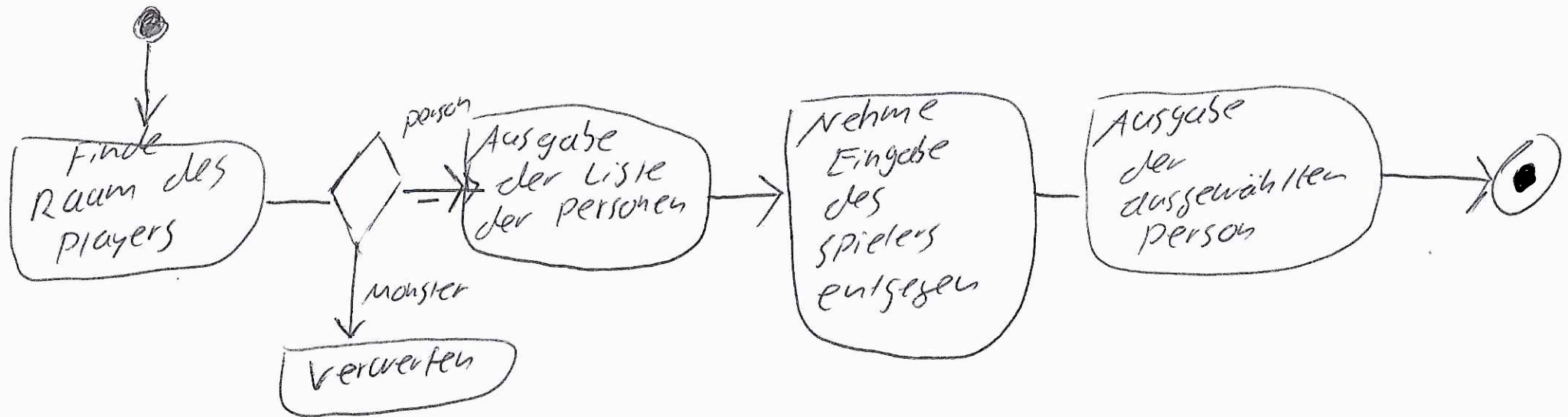


Exitcheck Fall: Talk

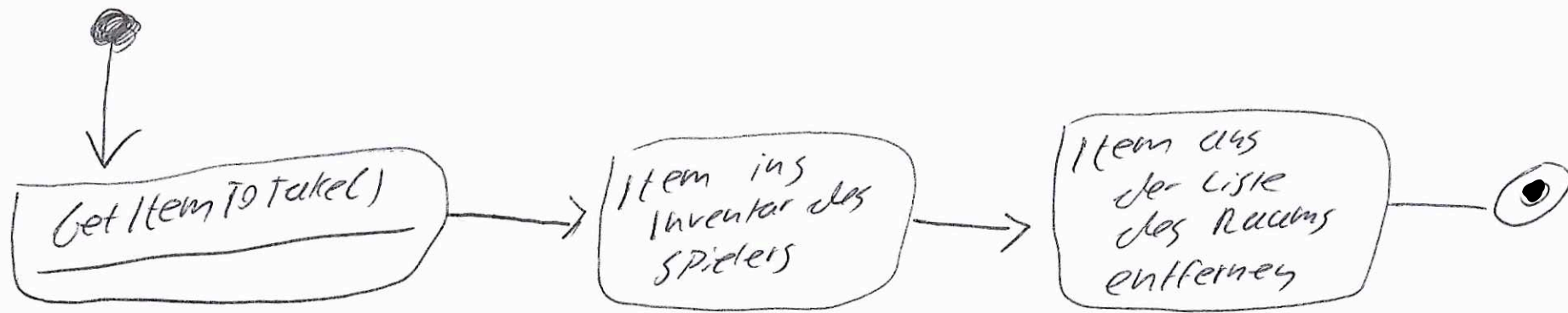


Für Talk()

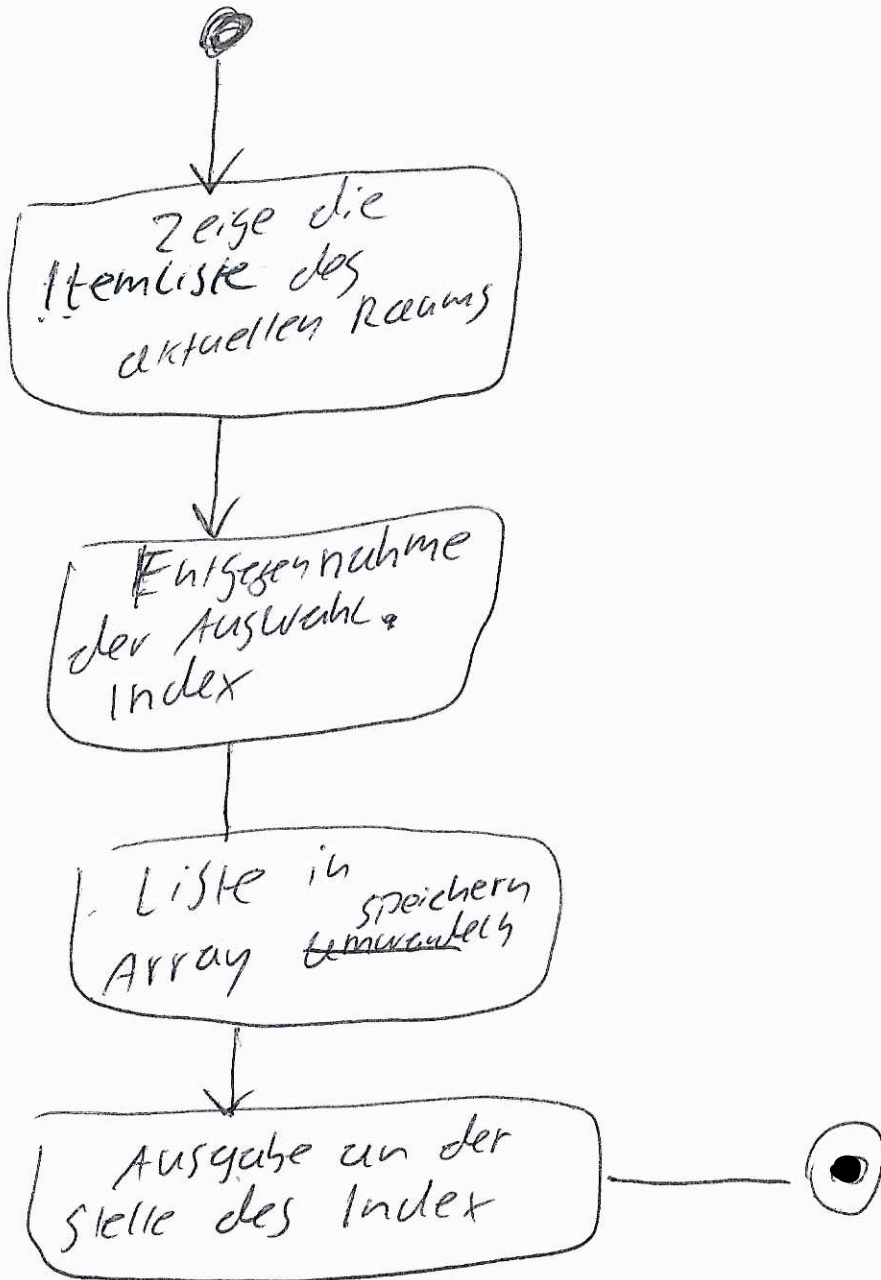
Get
Conversation
partner()



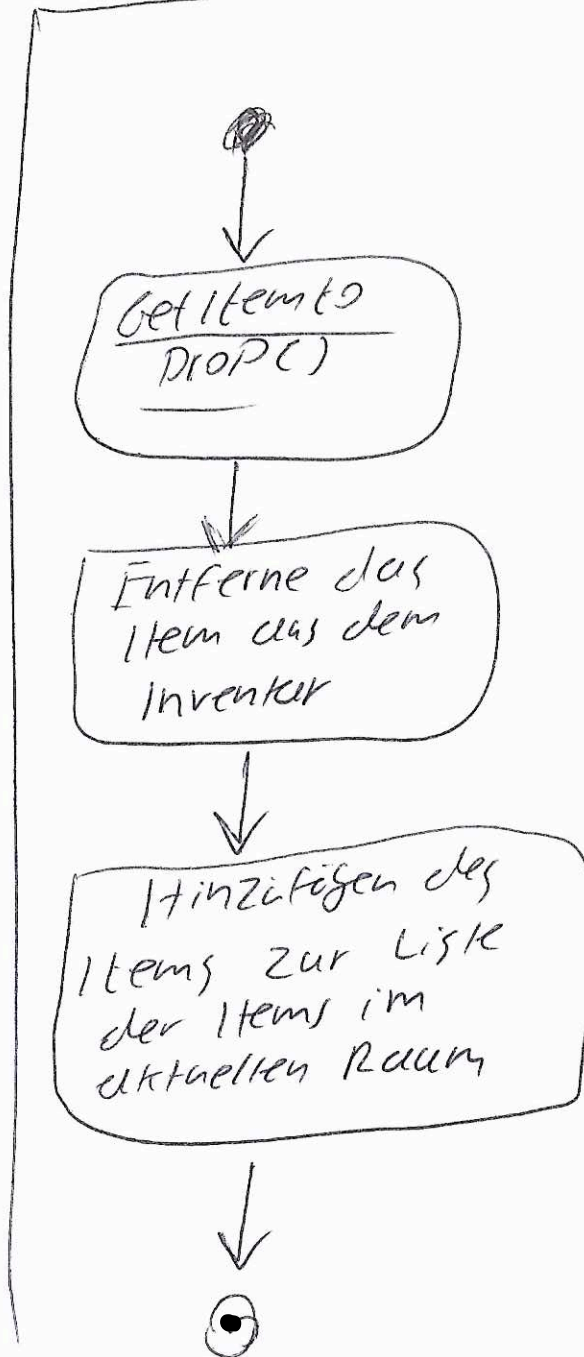
Item checkCommand Fall TakeItem()



Get Item To Take

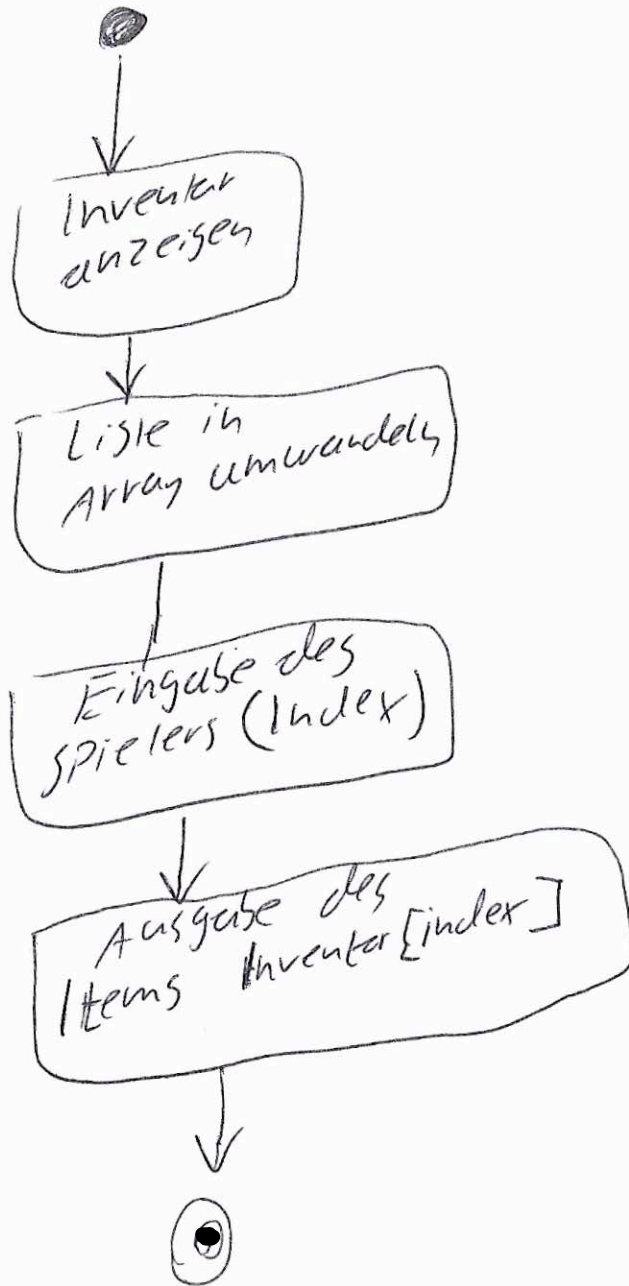


Für Take Item

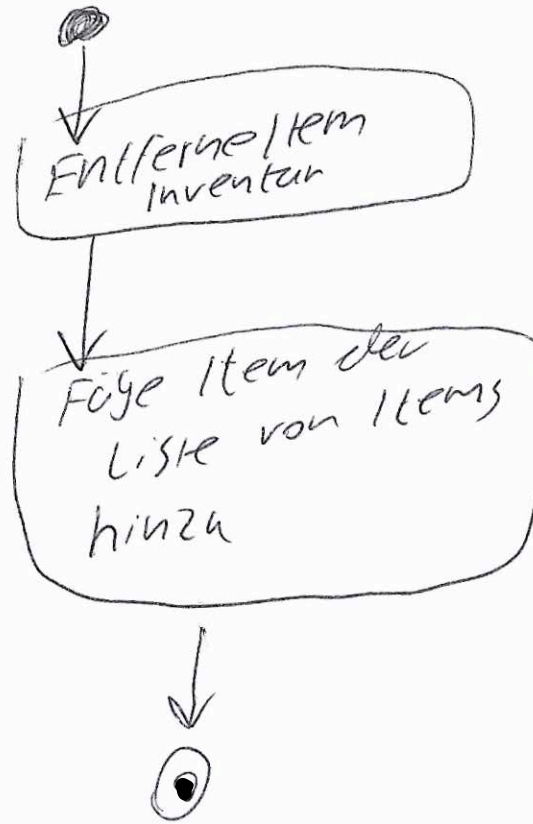


Drop Item
für Check Command

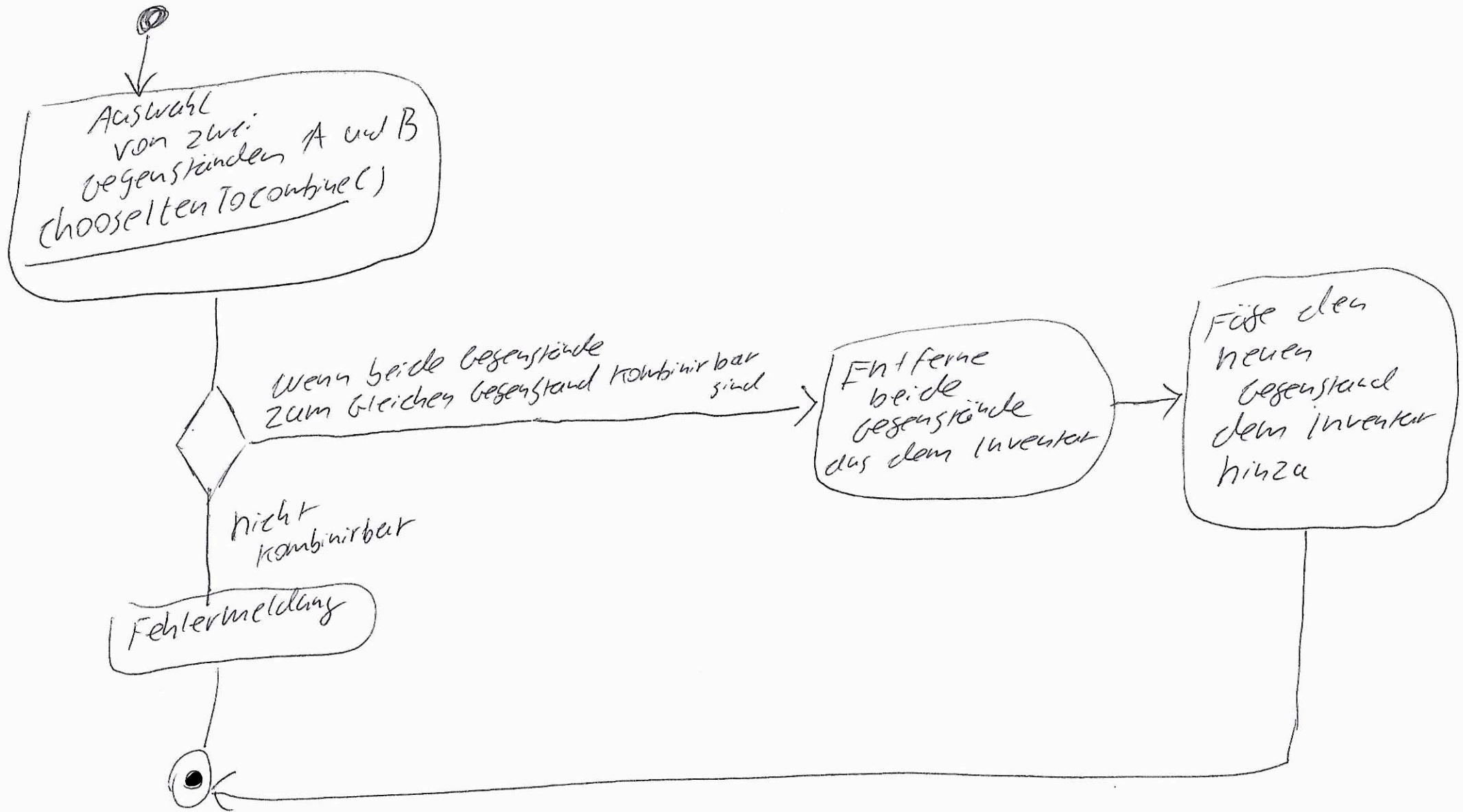
Get Item To Drop für DropItem



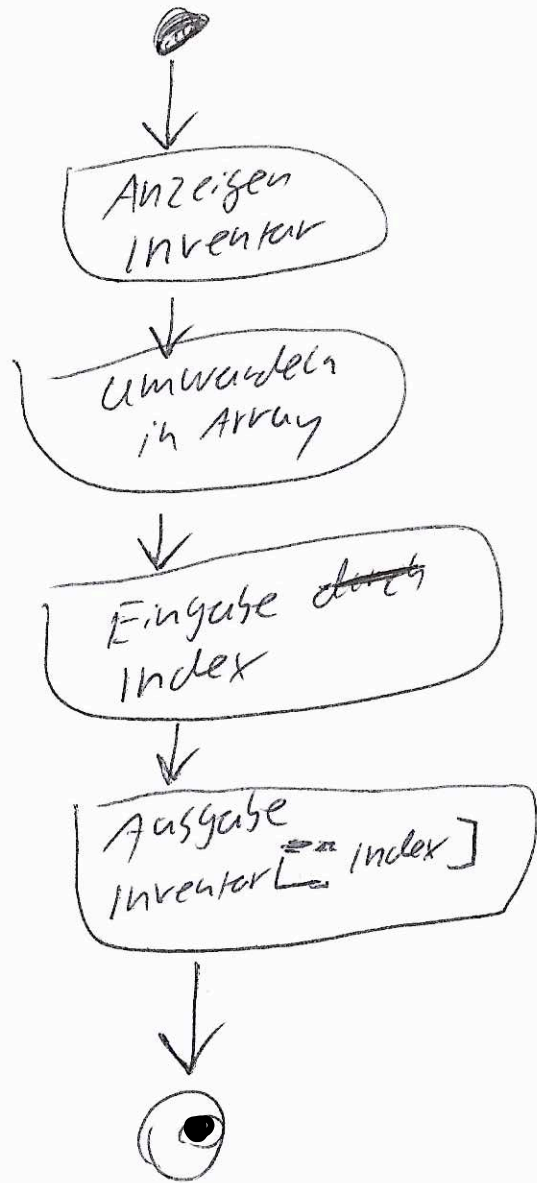
DropItem Enemy



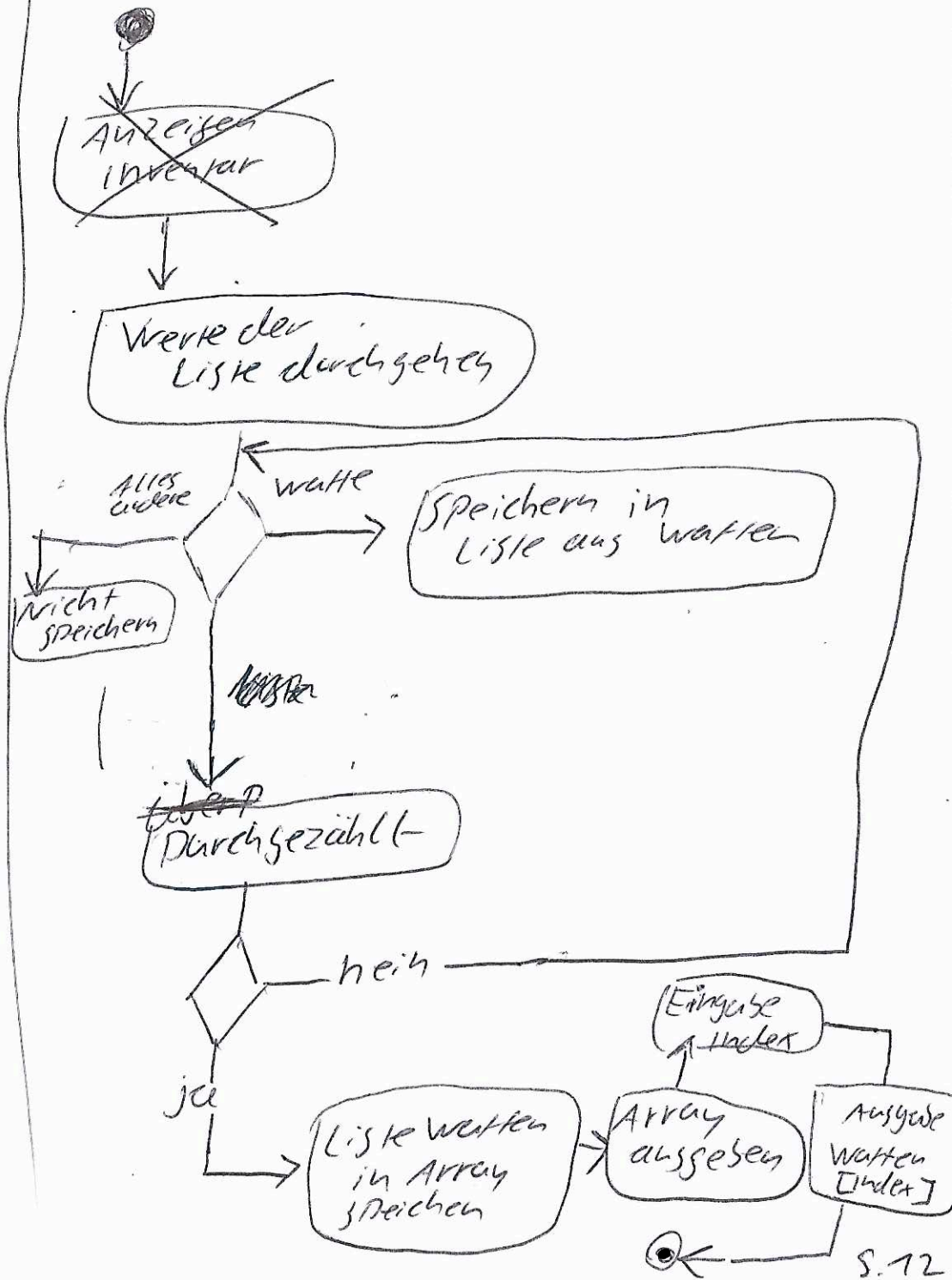
Combinellen für checkCommand()



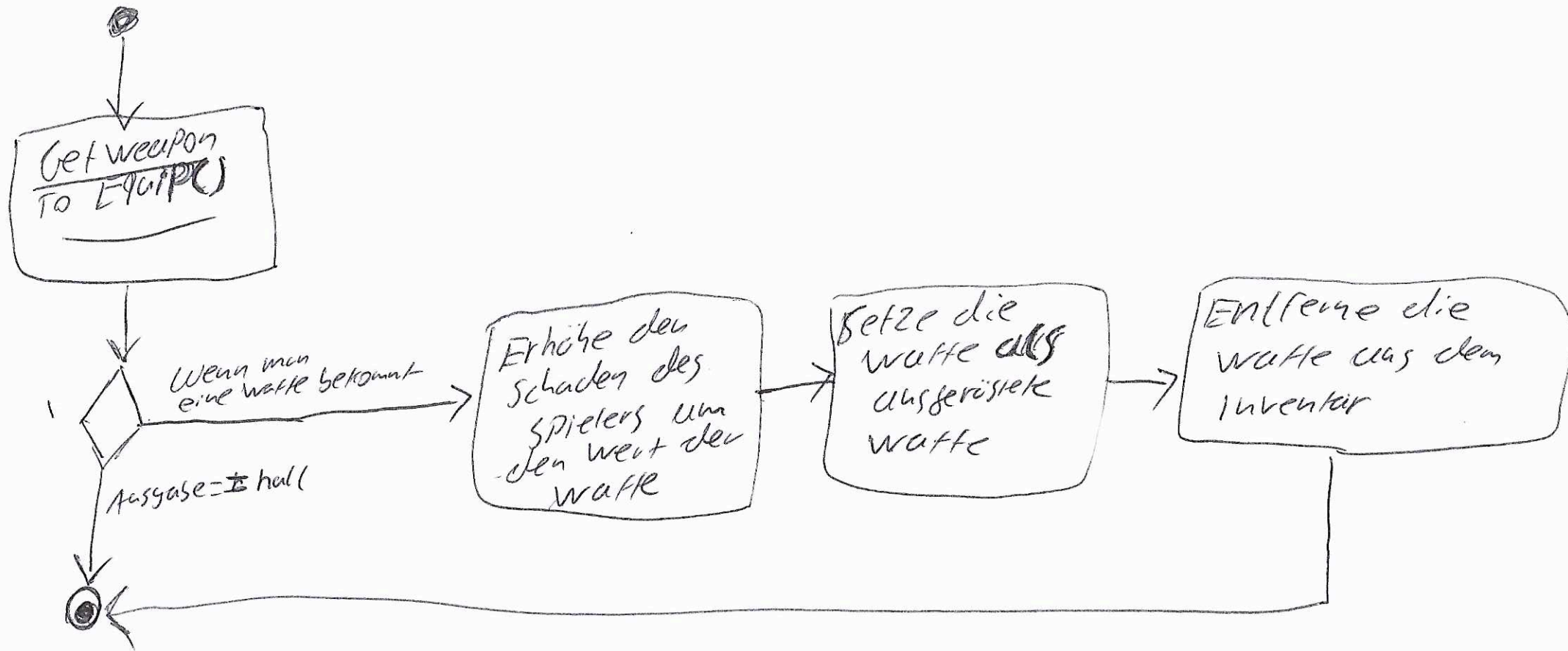
choose item to combine for combine item



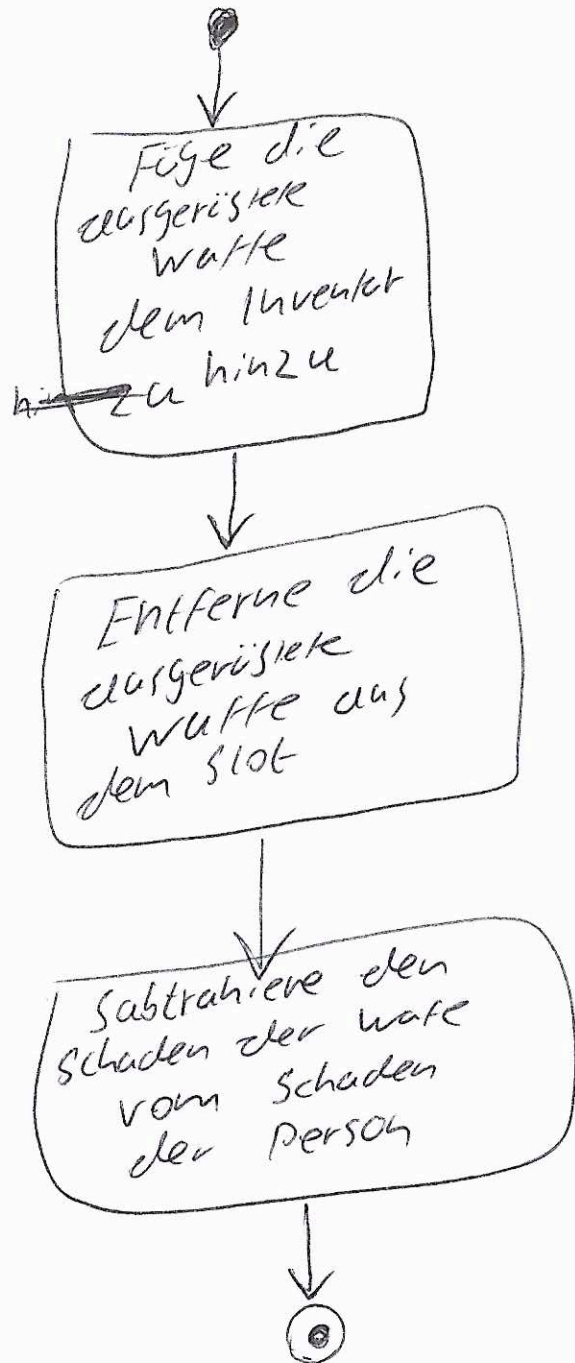
Get weapon to Equip



Equip weapon für checkCommand()



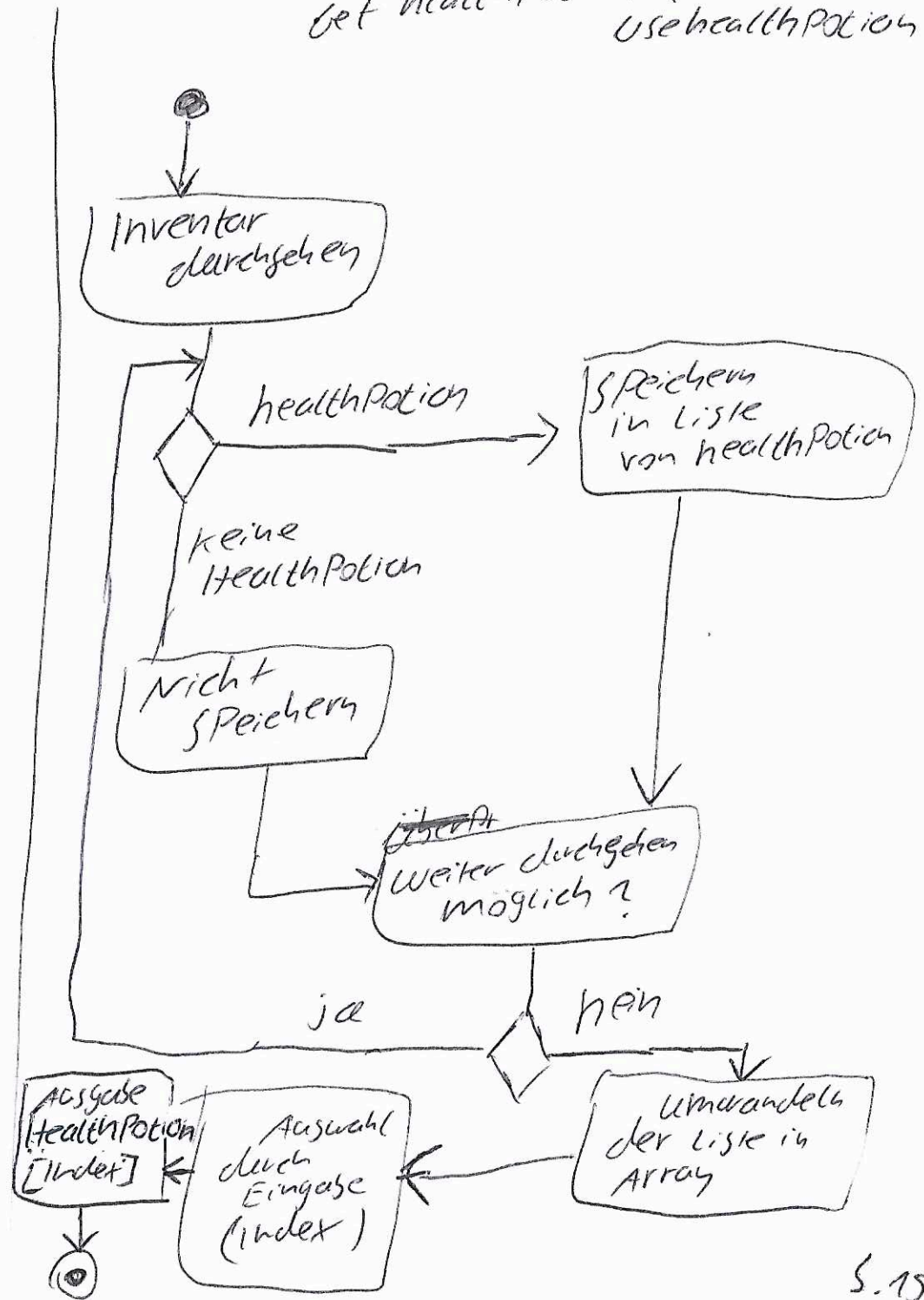
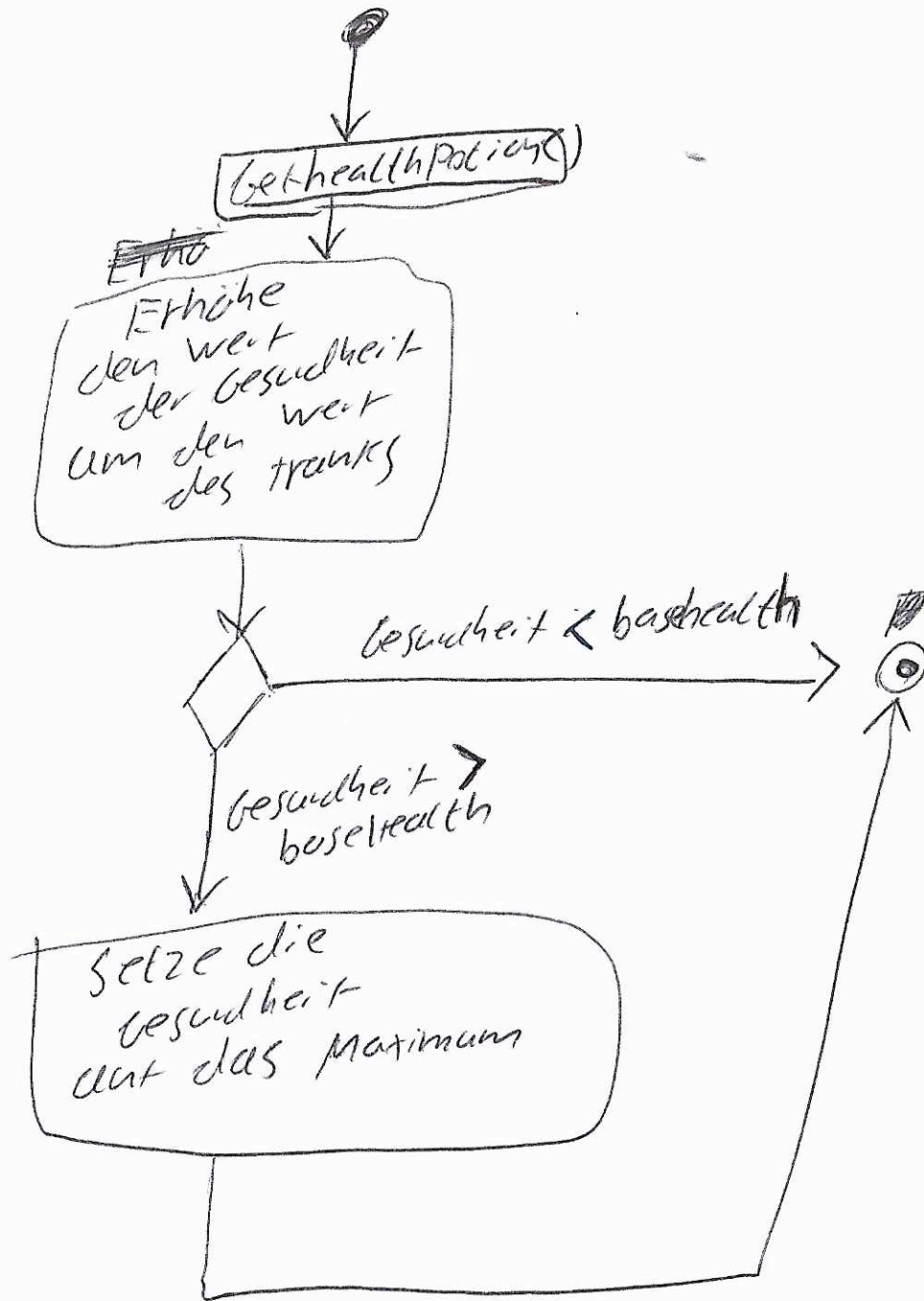
Ge EQWeapon Back To Inventory für checkCommand



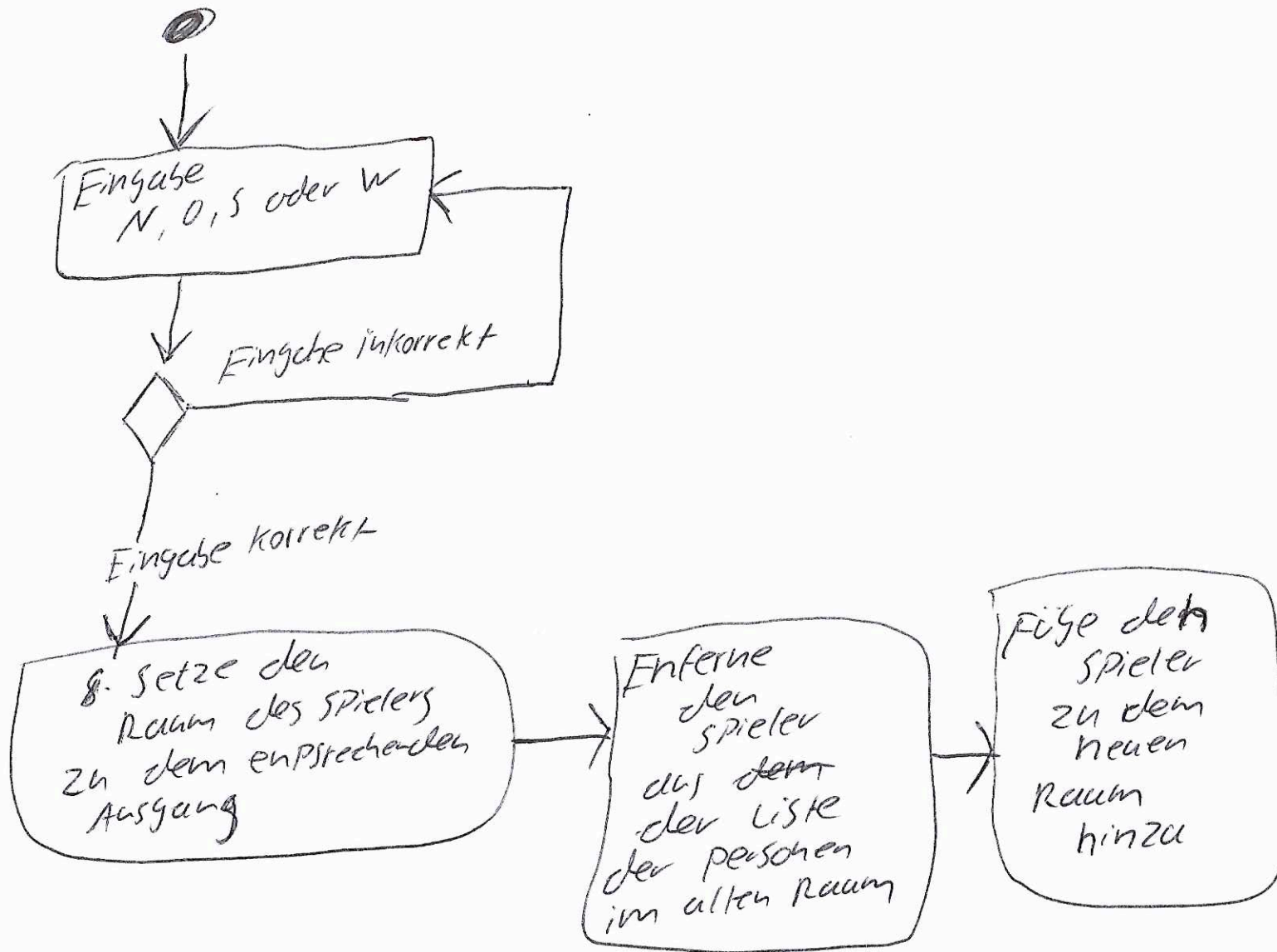
UseHealthPotion

für check command

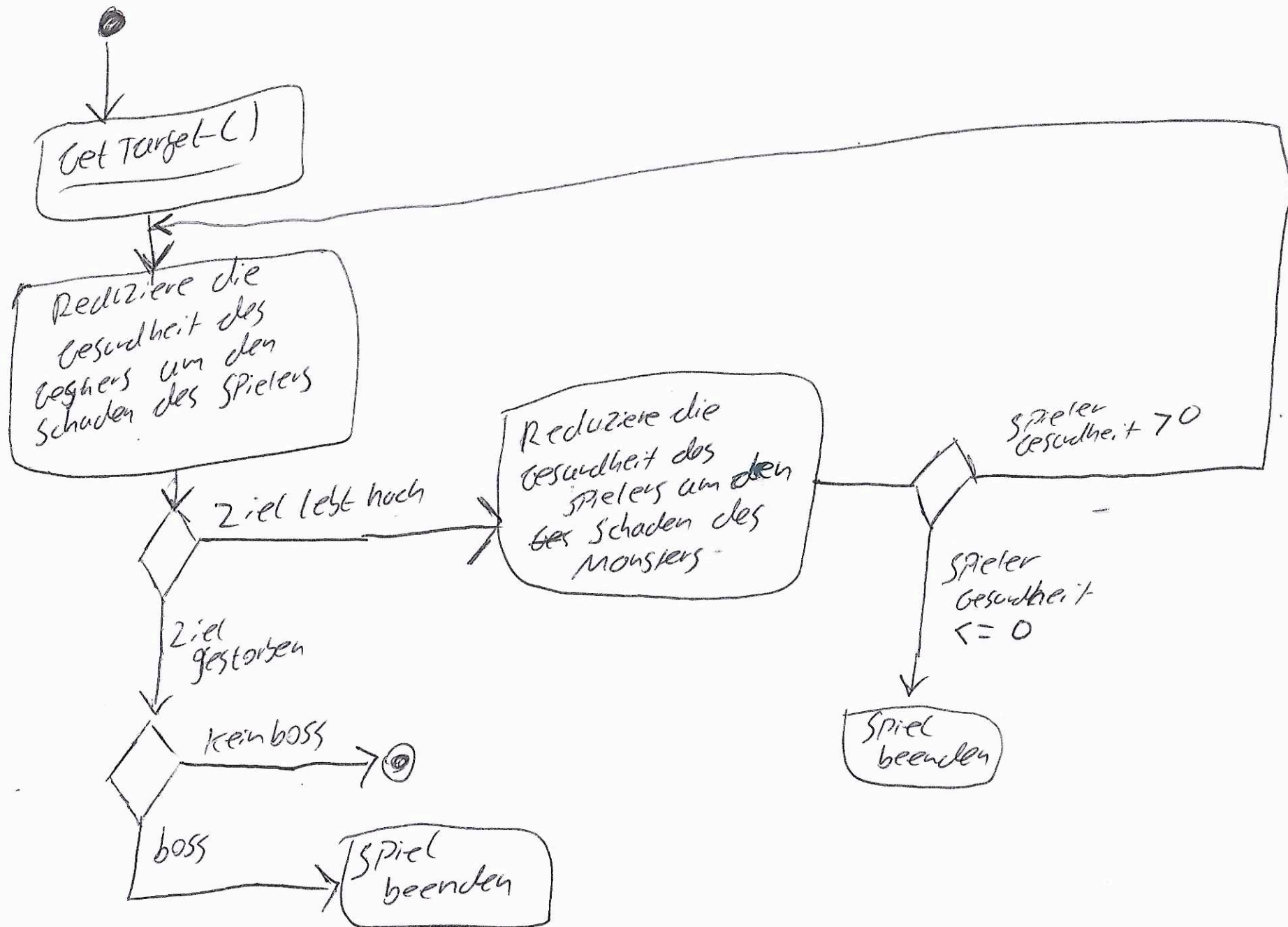
Get healthPotion für
UseHealthPotion



moveRoom für checkCommand()



Attack für checkCommand



Get Person To Attack für Attack

