

```
parlai.mturk.tasks.talkthewalk.worlds.  
TalkTheWalkWorld.fill_neighbors
```



```
graph LR; A["parlai.mturk.tasks.talkthewalk.worlds.  
TalkTheWalkWorld.fill_neighbors"] --> B["parlai.mturk.tasks.talkthewalk.worlds.  
TalkTheWalkWorld.neighbor_coords"]
```

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parlai.mturk.tasks.talkthewalk.worlds.  
TalkTheWalkWorld.neighbor_coords
```