```
pkg world.pkg characters.
         Character

    name

- dialogs

    wantedItem

    successAction

- failureAction

    satisfied

+ Character()
+ Character()
+ Character()
+ addDialog()
+ talk()
+ takeltem()
```

pkg world.pkg characters. MovingCharacter - currentRoom

+ move()

+ wantsItem() + getName() + isSatisfied()

+ MovingCharacter() + MovingCharacter() + MovingCharacter()