```
pkg_world.pkg_characters.
Character

- name
- dialogs
- wantedItem
- successAction
- failureAction
- satisfied

+ Character()
+ Character()
+ Character()
```

pkg_world.pkg_characters.
MovingCharacter

+ addDialog() + talk() + takeItem() + wantsItem() + getName() + isSatisfied()

- currentRoom

+ move()

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