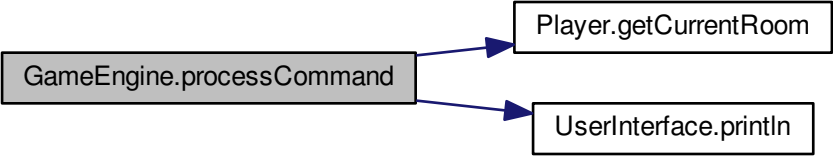


GameEngine.processCommand



```
graph LR; A[GameEngine.processCommand] --> B[Player.getCurrentRoom]; A --> C[UserInterface.println];
```

The diagram illustrates a method call sequence. A gray rectangular box on the left contains the text 'GameEngine.processCommand'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Player.getCurrentRoom'. The bottom arrow points to another white rectangular box containing 'UserInterface.println'. All boxes have a black border.

Player.getCurrentRoom

UserInterface.println