```
Game
+ Game()
+ ~Game()
+ getSharedPtrThis()
+ getGenerator()
+ getCharacter()
+ getScreen()
+ getMonstersList()
+ getEquipementFactory()
+ launchGame()
+ displayMap()
and 15 more...
             # game
       GameState
     + GameState()
     + action()
     + action()
     + action()
```