## jdungeon.core.world.MapObserver + onMapChange() + onPlayerDeath() + onBossDeath() idungeon.frontend.Game - map panel listener - W clone menuData - dim basicImag serialVersionUID + Game() + end() + endMap() + load() + NewGame() + onBossDeath() + onMapChange() + onPlayerDeath() + quit() + restart() + save() + start() + startGame() + updatePoint() - askName() startListener()