idungeon.core.world.MapObserver JFrame + 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()

idungeon.frontend.GUI

- + NewGame()
- + save()
- + load()
- + updatePoint()
- + quit()
- + end()
- + restart()