Legenda

1- Instance, start e join (Threads)
2- Instance (Monitores)
3- rollACanvas
4- handACanvas
5- amINeeded, getPartyId, prepareExcursion
6- crawlIn, crawlOut, joinParty, reverseDirection, getTargetRoom
7- getRoomDistance
8- startOperations, prepareAssaultParty, sumUpResults
9- setRoom, sendAssaultParty
10- getTargetRoom, getPartyToDeploy, takeARest, collectCanvas, appraiseSit
11- addThief, updateThiefState, updateThiefCylinder, updateThiefSituation
12- updateMThiefState, writeEnd
13- setRoomAtributes, setRoomCanvas
14- updateThiefPosition, updateThiefSituation, setRoomIdAP
15- setCollectedCanvas, clearParty
16- setPartyElement