Legenda:
1. Instantiate
3. Instantiate, getN_ORD_THIEVES, getASSAULT_PARTY_SIZE, getMAX_THIEF_SPEED, getMIN_THIEF_SPEED
4. Instantiate, start, accept,
5. readObject, writeObject, close
6. Instantiate, start
7. addThief, updateThiefState, updateThiefCylinder, updateThiefSituation
8. rollACanvas
9. handACanvas
10. crawlIn, crawlOut, joinParty, reverseDirection, getTargetRoom
11. amINeeded, getPartyId, prepareExcursion