Legenda:
3. Instantiate
4. Instantiate, start
5. Instantiate, start, accept,
6. FinalizeLog, addThief, clearParty, setCollectedCanvas, setPartyElement, setRoomAtributes, setRoomCanvas, setRoomIdAP, updateMThiefState, updateThiefCylinder, updateThiefPosition, updateThiefSituation, updateThiefState
7. Instantiate, getType, getArgs
8. processRequest
9. readObject, writeObject, close