Legenda:
1. Instantiate
3. Instantiate, getN_ORD_THIEVES, getASSAULT_PARTY_SIZE
4. Instantiate, start, accept,
5. readObject, writeObject, close
6. Instantiate, start
7. updateMThiefState, FinalizeLog
8. getRoomDistance
9. getTargetRoom, getPartyToDeploy, takeARest, collectCanvas, isHeistCompleted, waitingNedded
10. setRoom, sendAssaultParty
11. startOperations, prepareAssaultParty, sumUpResults, appraiseSit