

Legenda:

1. Instantiate
2. Instantiate, getN\_ORD\_THIEVES, getASSAULT\_PARTY\_SIZE, getMAX\_THIEF\_SPEED, getMIN\_THIEF\_SPEED
3. Instantiate, start, accept,
4. readObject, writeObject, close
5. Instantiate, start
6. addThief, updateThiefState, updateThiefCylinder, updateThiefSituation
7. rollACanvas
8. handACanvas
9. crawlIn, crawlOut, joinParty, reverseDirection, getTargetRoom
10. amINeeded, getPartyId, prepareExcursion