

1. start()

2. start()

3. debug()

log()

end()

4. appraiseSit()

takeARest()

collectCanvas()

getRoomToAttack()

sumUpResults()

5. amINeeded()

handACanvas()

6. prepareExcursion()

7. createNewParty()

8. crawlIn()

reverseDirection()

crawlOut()

leaveParty()

9. sendParty()

10. rollACanvas()

11. rollACanvas()

12. countPaintings()

13. allRoomsClear()

nextTargetRoom()

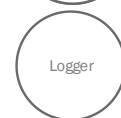
thievesAttackingRoom()



Tipo de dados
instanciado
(Passiva)



Tipo de dados não
instanciado
(Activa)



Tipo de dados
instanciado
(Passiva)



Tipo de dados
instanciado
(Activa)