

```
+report(String message): void
+reportLocation(int x, int y): void
+openInventory(): void
+getItemById(int id): Item
+addToInventory(Item... items): void
+useItem(Item item): void
+openMap(): void
+beginEngagement(Party antagonists): void
+nextRandom(): double
-checkGameActive(): void
+end(): void
+main(String[] args): void
```

