## Entity (abstract)

**Variable/Function Data Type/Return Value**

* Position Point
* Symbol/Image BufferedImage or String
* Inventory ArrayList<Item>
* StatusEffects ArrayList<Status>
* Health Int
* Strength Int
  + Atk
* Constitution Int
  + Health and HP Regen
* Dexterity
  + Crit and Evasion
* Defense
  + Defense
  + Damage = Strength - Defense, minimum of 1.

## Player extends Entity

* Carrying Capacity Int
* Hunger Int
* EquippedItems ArrayList<EquippableItem>

## Enemy extends Entity

* DropRate Double
* Field of view Int
* move() allows it to move around the map on its own

## Slime extends Enemy

## EnemyMap

ArrayList<Enemy>

get(int x, int y) return the enemy at location x, y

exists(int x, int y) returns true if there is an enemy at that location

## ItemMap

ArrayList<Item>

get(int x, int y) return ***a list of the items?***at location x, y

exists(int x, int y) returns true if there is an item at that location

## Item (abstract)

#### EquippableItem

* HealthBonus Int
* StrengthBonus Int
  + Atk
* ConstitutionBonus Int
  + Health and HP Regen
* DexterityBonus Int
  + Crit and Evasion
* DefenseBonus Int
  + Defense
  + Damage = Strength - Defense, minimum of 1.
* Equipped Boolean

#### ConsumableItem

* HealthRecovery Int
* TemporaryBonuses Status

## Game

* Time (turns) int

## Status

* Effect String