```
Item
+ itemTile
+ tile
+ sections

    position

    size

    mass

    section

    material

    sEquipmentName

- isEquipped
+ operator==()
+ operator!=()
+ operator=()
+ Item()
+ Item()
+ Item()
+ Item()
+ Item()
+ clone()
+ create()
and 22 more...
      Weapon

    siRange

    siDamage

    contactArea

    isTwohanded

    isRanged

- enWeaponSize
+ operator==()
+ operator!=()
+ operator=()
+ Weapon()
+ Weapon()
+ Weapon()
+ Weapon()
+ clone()
+ create()
+ showItemStats()
and 14 more...
```