```
Item
+ itemTile
+ tile
+ sections

    position

    size

- mass

    section

    material

    sEquipmentName

    isEquipped

+ operator==()
+ operator!=()
+ operator=()
+ Item()
+ Item()
+ Item()
+ Item()
+ Item()
+ ~ltem()
+ clone()
and 22 more...
        Armor

    siArmorBonus

    fDodaeModifier

    fDamageReduction

    fMovementModifier

+ operator==()
+ operator!=()
+ operator=()
+ Armor()
+ Armor()
+ Armor()
+ Armor(
+ Armor()
+ ~Armor()
+ clone()
and 14 more...
```