

untitled

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2   * Class => Weapon(name, damage)
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4   * Creates a weapon item.
5   * Weapon items can be equipped for use in battle.
6   *
7   * The Weapon class constructor will call
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9   *   while passing in the 1 Item constructor param
10  *
11  * @name Weapon
12  * @param {string} name      The weapon's name.
13  * @param {number} damage    The weapon's damage.
14  * @property {number} damage
15  */
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19 /**
20 * Weapon Extends Item Class
21 * -----
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16
17 function Weapon () {
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19 }
20
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29  Weapon.prototype = Object.create();
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25   * Weapon Extends Item Class
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27   */
28
29  Weapon.prototype = Object.create(Item.prototype, {
30      constructor: {
31          value: Item
32      }
33  });
34
35
36
37
38
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