## Item

- + Item()
- + virtual int Color() const =0
- + virtual unsigned char DisplayChar() const =0
- + virtual void Effect (std::shared\_ptr< Player
  - > player) const =0

## Damage

- # float damage
- + virtual float GetDamage() const
- + Damage()
- + Damage(float damage)

## Food

- + Food(int healAmount)
- + int Color() const override
- + unsigned char DisplayChar
  () const override
- + void Effect(std::shared \_ptr< Player > player)

const override