Item

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

Food

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

Treasure

- + Treasure(int score)
- + int Color() const override
- + unsigned char DisplayChar
 () const override
- + void Effect(std::shared

_ptr< Player > player)
const override