Item

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

Score

- # int score
- + Score()
- + Score(int startingScore)
- + int GetScore() const
- + void ChangeScore(int amount)

Treasure

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