Enemy

NPC  
override const bool IsAlive = true;

Hero  
public int FreeInventorySlots { get; set; }

abstract Character  
public int Health { get; set; }  
public int Armour { get; set; }  
public int Damage { get; set; }  
public bool IsAlive { get; set; }  
public List<Item> Items { get; set; }

Item

NEEDS LOGIC!

Gloves

Weapon

Bow

Sword

Shield

Body Armour

Boots

Armour

Helm