

br.unicamp.mc322.projeto.gameengine.item.Item

br.unicamp.mc322.projeto.gameengine.action.
Action

br.unicamp.mc322.projeto.gameengine.item.
Consumable



```
graph LR; Consumable[br.unicamp.mc322.projeto.gameengine.item.Consumable] --> Item[br.unicamp.mc322.projeto.gameengine.item.Item]; Consumable --> Action[br.unicamp.mc322.projeto.gameengine.action.Action];
```