Sprint 2

Weapon

+ weaponId: Int

+ weaponName: String

+ damage: Int

+ manaPerAttack: Int

+ speed: Int

+upgradeWeapon(weaponId: Int) : Int

+testUpgradeWeapon()

Item

+ itemId: Int

+ itemName: String

+ itemType: String

+ slotSpace: Int

+ description: String

Equipment

+ equipmentId: Int

+armor : Int

+playerId : Int

+upgradeEquipment(equipementId : Int) : Int

+testUpgradeEquipment()

Inventory

+ Capacity: Int

+ id : int

+ addItem(itemId : Int) : Int

+ useItem(itemId : Int) : bool

+ dropItem(itemId : Int) : bool

+ moveItem(itemId : Int) : Int

+ equipItem(itemId : Int) : bool

+ testEquipItem()

+ testUseItem()

+ testDropItem()

+ testMoveItem()