

Potions
-m_name : string -m_desc : string -m_potency : string -m_cost : string
+Potion(); +Potion(name : string, desc : string, cost : string, potency : string); +~Potion(); +=(in : &rhs const Potion)Potion; +Potion(const & copyPotion : Potion); +SetName(name : string); +GetName() : string; +SetDesc(desc : string); +GetDesc() : string; +SetPotency(potency : string); +GetPotency() : string; +SetCost(cost : string); +GetCost() : string;