

Resource

```
classDiagram
    class Resource
    class Augment {
        +Description
        +_augmentEffects
        +Equip()
        +Unequip()
        +BuildDescription()
        +GetAugmentEffect()
        +SetAugmentEffect()
    }
    Resource <|-- Augment
```

The diagram shows a class hierarchy. At the top is the 'Resource' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the name 'Resource', and the two lower compartments are empty. Below 'Resource' is the 'Augment' class, represented by a grey box with a black border and three horizontal compartments. The top compartment contains the name 'Augment'. The middle compartment contains two attributes: '+ Description' and '+ \_augmentEffects'. The bottom compartment contains six methods: '+ Equip()', '+ Unequip()', '+ BuildDescription()', '+ GetAugmentEffect()', and '+ SetAugmentEffect()'. A blue arrow with a hollow triangular head points from the top of the 'Augment' class to the bottom of the 'Resource' class, indicating inheritance.

Augment

+ Description

+ \_augmentEffects

+ Equip()

+ Unequip()

+ BuildDescription()

+ GetAugmentEffect()

+ SetAugmentEffect()