ShopItem
- Name - Description - Cost - Durability - Power
+ getName + getDescription + getCost + getDurability + getPower

Shield extends ShopItem
- (everything that super has)
+ use

Sword extends ShopItem
- (everything that super has)
+ use

Character
● Name ● Health ● baseDamage ● damageMult ● Defense ● Gems ● inventory

+ getName
+ getHealth
+ getDefense
+ getAttack
+ addHealth

Protagonist extends Character
– (everything that super has)
+ getGems + addGems + getHeal + getRole + getName + isAlive

Assassin extends Protagonist
– (everything that super has)
+ about

Cursed Hero extends Protagonist
– (everything that super has)
+ about

Other characters and monsters follow the same pattern...