<?xml version="1.0" encoding="UTF-8"?>

<weapons>

<!--

String name = name of item

char type = char to represent on map (eg. '@' for player)

int weight

int minDamage

int maxDamage

weight

-->

<weapon name="Sword" type="/" weight="0" minDamage="1" maxDamage="5" weight="0"/>

<weapon name="Axe" type="]" weight="0" minDamage="2" maxDamage="10" weight="0"/>

</weapons>