**PLAYER**

The player class holds all of the players attributes and statistics as well as what functions the player can perform in game. It directly holds the players health and stamina however inherits other statistics from the Stats class.

**MOB**

The mob class holds all of the mobs attributes and statistics, unlike the player class, there are no inherited attributes from the Stats class, only the inventory and geometry classes are inherited.

**BOSS**

The boss class is an extension of the mob class. It inherits all of the mobs traits and functions however all bosses will have a unique name.

**STATS**

The stats class holds all of the player defined attributes that they can pick at the start of the game, it also holds the function that allows the player to do this.

**MODIFIERS**

The modifiers class holds all of the various statistics modifiers that the players character has. The amount these modifiers change various values by is determined by the player picked stats.

**INVENTORY**

The inventory class is inherited by both the mob and the player class and is used to store what items the mobs or player is carrying with them. For the mobs, the item(s) in their inventory will act as the loot that is dropped on death.

**ARMOUR**

The armour class is used to create various defensive items that the player can equip. The player may only have one set of armour equipped at a time

**WEAPON**

The weapon class is used to create various weapons that the player can wield, the player is not limited to having only one weapon equipped and can choose to attack with any weapon that is currently in their inventory

**SPELL**

The spell class is used to create different spells that the player can use instead of a weapon on their turn. While spells take up no inventory space, they are limited in their use by a cooldown period of X amount of turns

**GEOMETRY**

The geometry class is inherited by most other classes and is used to define current x and y coordinates and also determines the maximum size of the map. It is inherited by the following classes: Player, Mob, Armour, Weapon and Spell.