Class Item UML Diagram

|  |
| --- |
| Entity |
| -health: int  -name: String  -inventory: Item[0…\*] |
| +getHealth(): int  +setHealth(): void  +getName(): string  +setName(): void  +getInventory(): Item[0…\*]  +setInventory(): void  +attack(target : Entity, weapon : Item):void |

|  |
| --- |
| Item |
| -durability: int  -owner: Entity  -ItemType: enum |
| +getDurability(): int  +setDurability(): void  +getOwner(): Entity  +setOwner(): void  +getItemType(): enum  +setItemType(): void |

|  |
| --- |
| Spell |
| -range: int  -damage: int  -spellName: String |
| +getRange(): int  +setRange(): void  +getDamage():int  +setDamage():void  +getSpellName(): String  +setSpellName():void |

|  |
| --- |
| <<enumeration>>  ItemType |
| Weapon  Armor  Spell  Potion  Consumable |