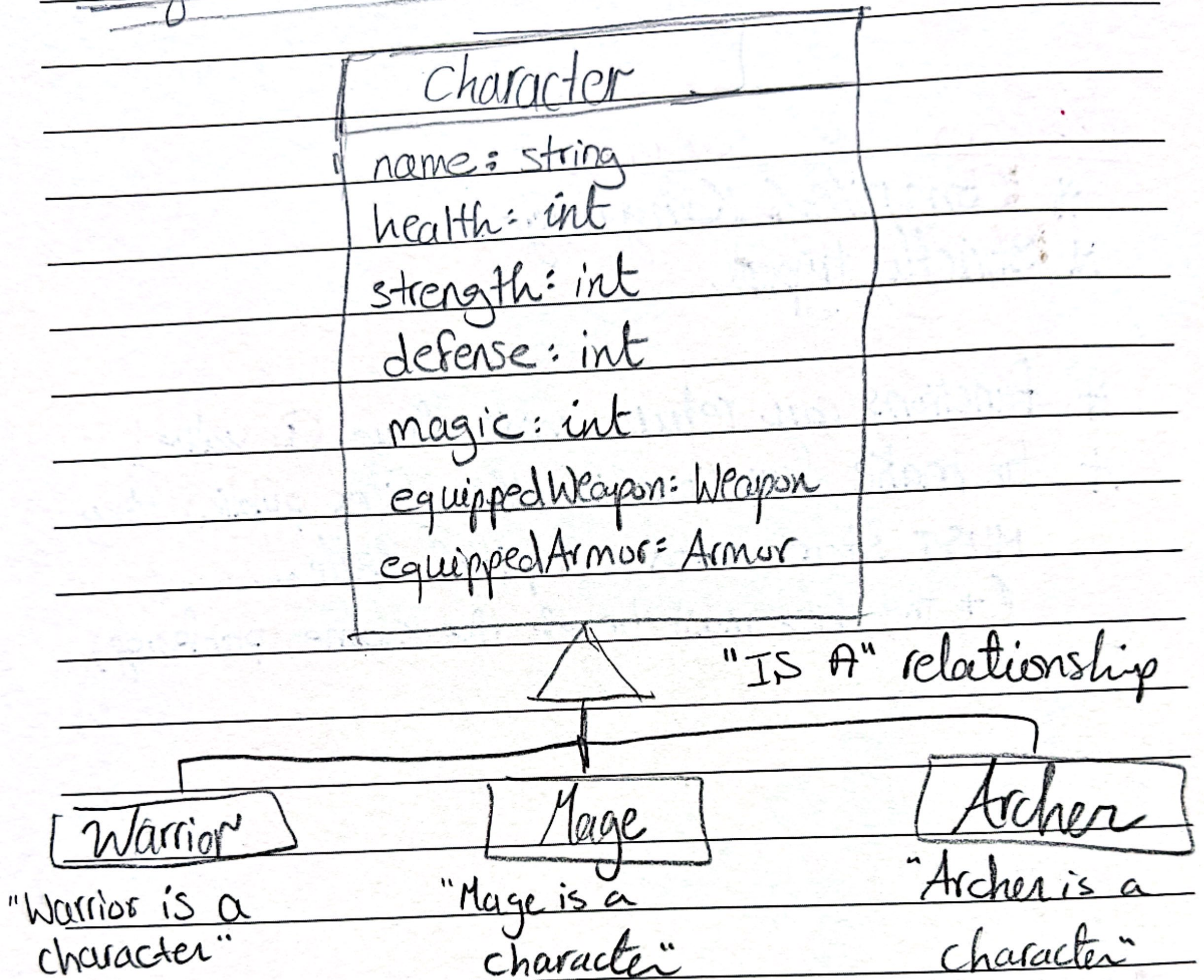
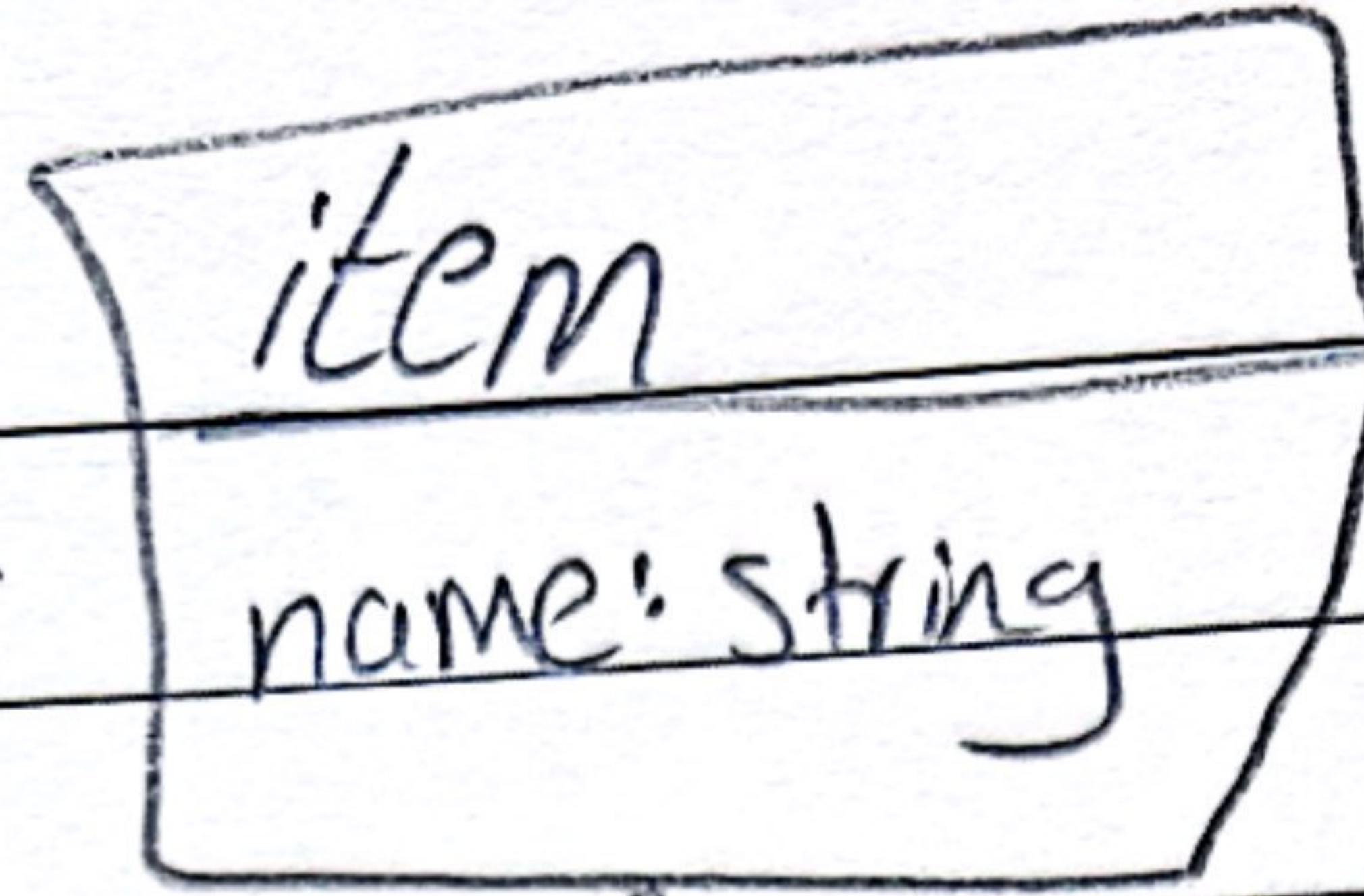


Diagram of struct relationships:

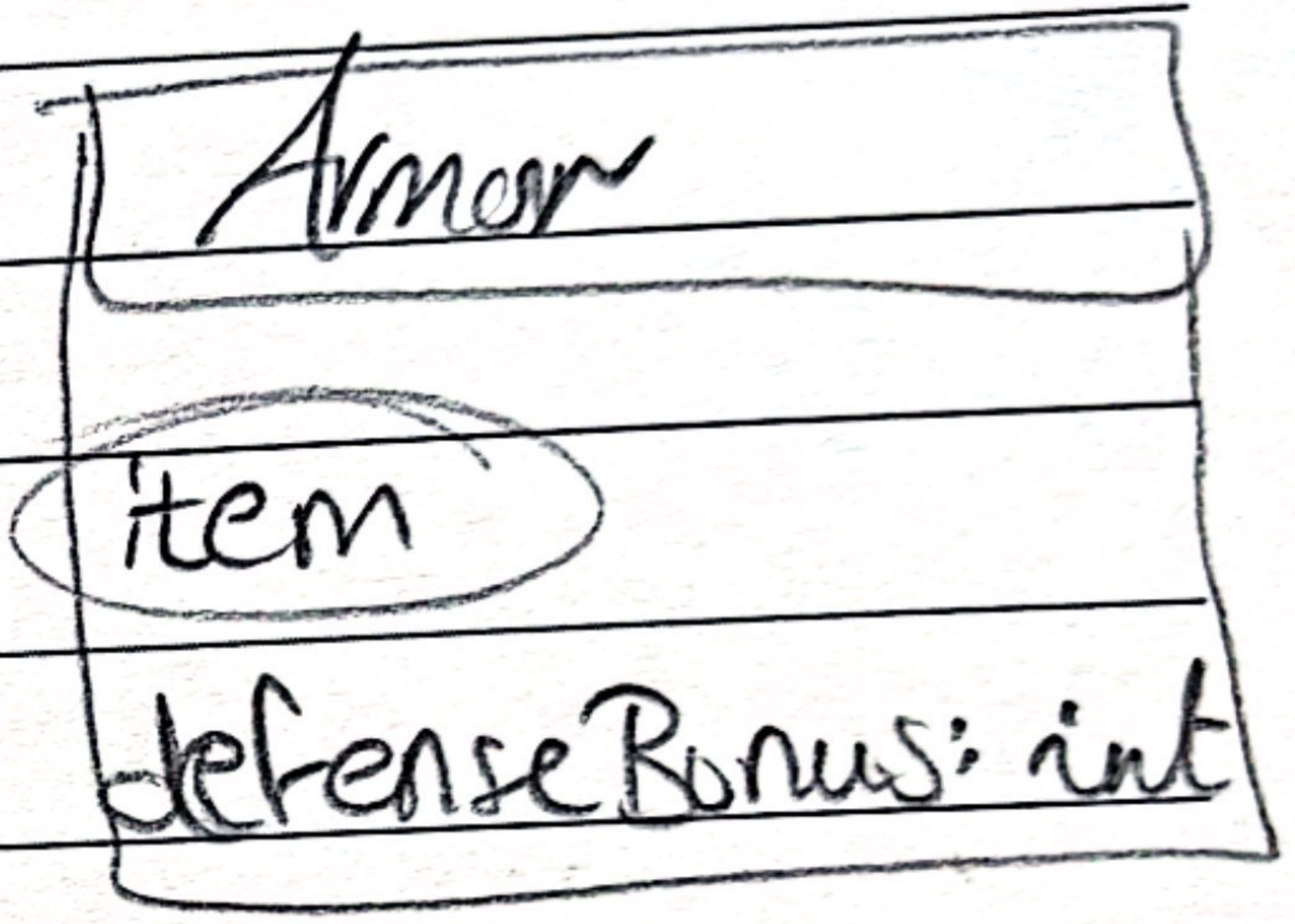
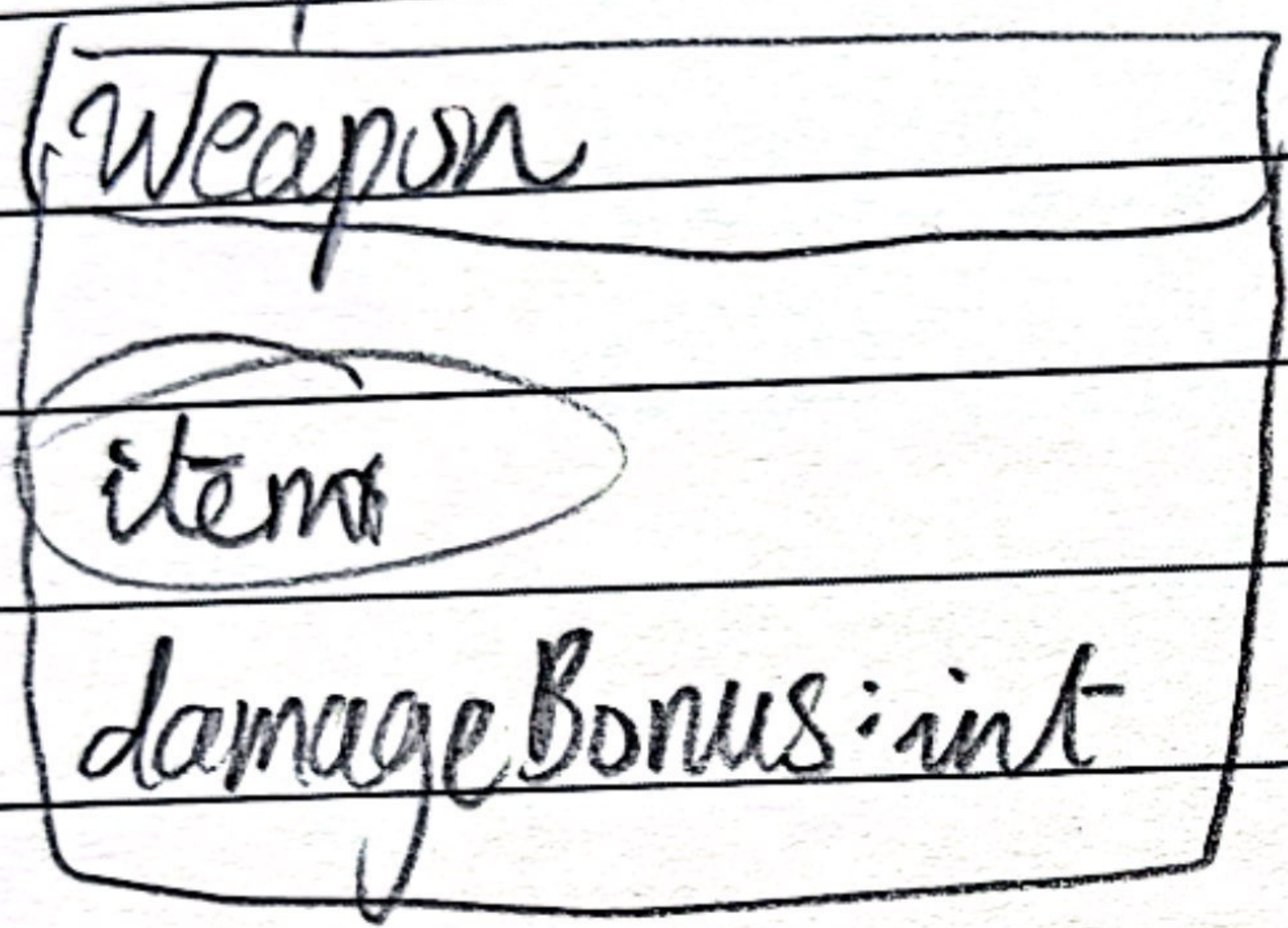


Methods in CharacterInterface:

- ① * `AddWeaponPoints(weapon Weapon)`
- ② * `AddArmorPoints(Armor Armor)`
- ③ * `EquipWeapon(weapon Weapon)`
- ④ * `EquipArmor(Armor Armor)`
- ⑤ * `PrintStats(Character Personality string)`



"HAS A" relationship



"Weapon has an item"
+bonus

"Armor has an item"
+bonus

Methods in ItemInterface:

