Card

- + ReadDoorCards() : List<Card>
- + ReadTreasureCards() : List<Card>
- + Show(CardID: int) : void
- + Show(): void

Equipment

- + Name $\{ get; \} : int$
- + Boni { get; } : int
- + TypeToShow { get; } : int
- + Type { get; } : WearingStyle
- + Jewel { get; } : int
- + Equipment(name: string, boni: int, type: WearingStyle, jewel: int, typeToShow: string)

Monster

- + Monster(name: string, level: int, trasure: int, increasement: int)
- + Name { get; } : string
- + Level { get; } : int
- + treasure { get; } : int
- + increasment { get; } : int

HandEquipment

- + Hands { get; } : int
- + HandEquipment(name: strin...