Entity

DERIVED:

* Player, Enemy

INHERITS FROM:

* Actor, Object

FIELDS

* Health
* Attack
* Dex
* Defense
* Keys
* Sprite

METHOD

* move

Player

INHERITS FROM:

* Object

FIELDS

* Inventory (list of Item)
* BigKey
* Equipment

METHODS

* override (move)

Enemy

INHERITS FROM:

* Entity

FIELDS

* type:enum (ratio of stats)

METHODS

* move

Item

DERIVED:

* Equipment, Consumable

FIELDS

* type:name (bundled stats)
* boss (boolean)

METHOD

* use
* destroy

Equipment

INHERITS FROM:

* Item

FIELDS

* HP
* Attack
* Dex
* Defense

METHOD

* use
* unequip

Consumables

INHERITS FROM:

* Item

FIELD:

* HP
* Attack
* Dex
* Defense

METHOD:

* use();

Object

INHERITS FROM:

* Actor

DERIVED:

* Pile

FIELDS:

* Pos
* Collision

Pile

INHERITS FROM:

* Object

FIELDS:

* listOfItems
* keys

: