UML of ITEM

By Golden gate

Item

- level: int

+ setLevel(int): void
+ getLevel(): int
+virtual toString()=0:string
+virtual levelUp: void
+virtual applyIncrementAttack(Weapon*): void
+ virtual applyIncrementHP(Hero*): void

Weapon

- nameWeapon: string
- attackPoints: int

+ setType(string): void
+setAttackPoints(int): void
+getAttackPoints(): int
+operator =overloaded: void
+levelUp(int):void
+ toString ()override: string
+Weapon()
+Weapon(int)
+~Weapon()

Consumables

- eatable: bool

+ setEatable(bool): void
+getEatable(): bool
+Consumable()
+~Consumable()

Scarlet_swagger

- increment_attack: int

+ applyIncrement_attack(Weapon*): void
+setIncrement_attack(Weapon*): void
+getIncrement_attack(): int
+operator = (const Scarlet_Swagger&): void
+toString(): override: string
+applyIncrementAttack(Weapon*) override :
void
+ Scarlet_swagger(): default

Panipuri

- increment_HP: int

+ setIncrement_HP(Hero*): void
+getIncrement_HP(): int
+applyIncrement_HP(Hero*): void
+operator = (Panipuri&): void
+toString() override: string
+ virtual void applyIncrementHP(Hero*)