

Item:

Abstract Class for different Types of Items: Weapon, Armor, Consumable which contain Ammunition, Potions (Health and Resistance).

Armor:

Contains the baseValue of an Armor and an ArmorType

Weapon:

Stores the weapons properties.

Consumable:

Abstract class to discard used consumables.

Ammunition:

Stores the type of ammunition.

Potion:

Abstract class which contain health- and resistance potions.

HealthPotion:

Stores the strength of a health potion.

ResistancePotion:

Stores the type to which it gives resistance to.

Character:

Abstract Class which holds character attributes like health, strength etc.

Got Methodes for attack and damage handling.

Player:

Holds the player type, the name of the player who's playing. Got methodes to use consumables and equip stuff.

Enemy:

Holds the enemy type.

Game:

Abstract class that handles generel game purposes like the game loop, loading the config files and handling commands.

Map:

Stores the rooms and draws the borders of a map.

Room:

Stores all the fields in a room and got some basic room properties.

Field:

Handles the drawing of the fields themselves.

Space:

Stores the character (Player, Enemy, DEATH) on a map and holds loot on it if someone died on that field previously

Door:

Can be unlocked or locked.

Treasure:

Can be locked or unlocked, got an inventory with items the player can collect as soon as he meets the conditions to unlock the treasure chest.

Command:

Gets the command type from args and validates.

