**Item Descriptions:**

1. Handcuffs - if the police MOB has them, he can arrest you
2. Shovel - great for digging deep holes
3. Rope - need to tie up a victim?
4. Stick - who doesn't want a stick?
5. ~~Match - light and warmth for 10 seconds or you could light the stick/room on fire.~~
6. Flash light - great for finding hidden items
7. Night vision goggles - can't see in the dark? now you can!
8. band aid - patch up a minor wound - or just rub some dirt in it
9. first aid kit - patch up larger wounds - gain back energy points
10. ~~map - find your way around~~ Not needed
11. money - needed for food, water, etc
12. sword - fight other players/MOBs with this weapon of the past
13. key - great for opening locked doors
14. ~~compass - points north - not sure how helpful it will be~~
15. disguise - hide your face from your enemies
16. food - eat this, gain energy points, don't eat and you'll eventually die
17. water - drink this, gain energy points, don't drink and you'll eventually die
18. gun - kill enemies/victims w/ this
19. energy boost - more energy = better game performance
20. **private** EnergyBoostItem water = **new** EnergyBoostItem("water", "you drink it to stay alive", **true**, **false**);
21. **private** EnergyBoostItem food = **new** EnergyBoostItem("food", "you eat it to stay alive", **true**, **false**);
22. **private** EnergyBoostItem bandaid = **new** EnergyBoostItem("bandaid", "patch up your wound", **true**, **false**);
23. **private** EnergyBoostItem aidKit = **new** EnergyBoostItem("first aid kit", "patch up your wound", **true**, **false**);
24. **private** EnergyBoostItem energyBoost = **new** EnergyBoostItem("energy boost", "You look a little tired, use this to increase your energy.", **true**, **false**);
25. **private** FightingItem stick = **new** FightingItem("stick","Use this fine piece of wood to protect yourself in anyway possible. It's more powerful than you think.", **true**, **false**, **false**);
26. **private** FightingItem knife = **new** FightingItem("knife", "You can stab people with it to stay alive", **true**, **false**, **false**);
27. **private** FightingItem gun = **new** FightingItem("gun", "Use this to kill enemies/victims.", **true**, **false**, **false**);
28. **private** FightingItem sword = **new** FightingItem("sword", "Use this sleek piece of weaponry to fight any evil MOB's that stand in your way.", **true**, **false**, **false**);
29. **private** FightingItem shovel = **new** FightingItem("shovel", "Use this to digg wholes or to whack MOB's upside there heads.", **true**, **false**, **false**);
30. **private** FightingItem rope = **new** FightingItem("rope", "Need to tie up a victim?", **true**, **false**, **false**);
31. **private** ReusableItem handcuffs = **new** ReusableItem("handcuffs", "Use this to save yourself some time. MOB's will struggle to get free from this restraint.", **true**, **false**, **false**);
32. **private** ReusableItem flashLight = **new** ReusableItem("falsh light", "Use this item to light up your night.", **true**, **false**, **false**);
33. **private** ReusableItem nightVisionGoggles = **new** ReusableItem("night vision goggles", "Use these to see in dark places to stay alive", **true**, **false**, **false**);
34. **private** ReusableItem key = **new** ReusableItem("key", "Use this to unlock doors to run away to stay alive.", **true**, **false**, **false**);
35. **private** ReusableItem money = **new** ReusableItem("money", "Use this to buy energy boosts", **true**, **true**, **true**);
36. **private** ReusableItem disguise = **new** ReusableItem("disguise", "This is a rare find. Use this to hide your face from your enemies.", **true**, **true**, **true**);