Actor:

Represents an entity that can be alive (either the player or NPCs).

Actor
- ai: BaseAI
- equipment: Equipment
- fighter: Fighter
- inventory: Inventory
- level: Level
+ is_alive(): Bool

Inventory:

Contains the elements collected by an actor. Its capacity is limited.

Inventory
- capacity: Int
- items: Item[]
+ drop(item: Item)

Item:

Represents an entity that can be used/activated by an actor. Can be placed in the game map.

Item
- consumable: Consumable
- equippable: Equippable

Consumable:

Represents an item that can be consumed by an actor.

```
┌─────────────────────────────┐
│         Consumable          │
├─────────────────────────────┤
├─────────────────────────────┤
│ + activate()                │
│                             │
│ + consume()                 │
└─────────────────────────────┘
```

Equippable:

Represents an item that can be equipped to an actor (either armor or weapon).

```
┌─────────────────────────────────┐
│           Equippable            │
├─────────────────────────────────┤
│ - equipment_type: EquipmentType │
│                                 │
│ - power_bonus: Int              │
│                                 │
│ - defense_bonus: Int            │
│                                 │
│ - durability: Int               │
├─────────────────────────────────┤
│ + take_damage(amount: Int)      │
└─────────────────────────────────┘
```

Object Diagram

The following object diagram shows some player related objects, represented by the player actor and a couple items (leather armor and health potion), as well as an enemy orc:

Entity (potion)

- x = 100
- y = 200
- name = "Health Potion"
- char = "!"
- color = (127, 0, 255)
- blocks_movement = False

Entity (player)

- x = 100
- y = 250
- name = "Player"
- char = "@"
- color = (255, 255, 255)
- blocks_movement = True

c: Consumable

potion: Item

- consumable = Consumable
- equippable = null

player: Actor

- ai = null
- equipment
- fighter
- inventory: Inventory
- level: Level

inventory: Inventory

- capacity = 25
- items: Item[]

Entity (leatherArmor)

- x = 150
- y = 200
- name = "Leather Armor"
- char = "["
- color = (139, 69, 19)
- blocks_movement = False

Entity (orc)

- x = 50
- y = 250
- name = "Orc"
- char = "o"
- color = (63, 120, 63)
- blocks_movement = True

e: Equippable

- equipment_type = ARMOR
- power_bonus = 0
- defense_bonus = 1
- durability = 10

leatherArmor: Item

- consumable = null
- equippable = Equippable

orc: Actor

- ai = HostileEnemy
- equipment = null
- fighter
- inventory = null
- level = Level