

Character
#tile: Tile
#items: List<Item>
#health: int = 100
#armor: Wearable
#baseDamage: AdditiveEffect
#maxWeight: int
#activeEffects: Set<Effect>
#activeWeapon: Wearable
+move(destination:Tile): void
+pickUp(what:Wearable): boolean
+interact(): void

Item
#onTile: Tile
#room: Room
#effect: Effect

Wearable
#weight: int
#isWeapon: boolean
#character: Character

Fixtures

Trap
#trapDoor: StairTile = null



