IItem `<interface>`

p name	String
p weight	double

AbstractItem `<class>`

m AbstractItem(String, double)	

p name	String
p weight	double

IWearableItem `<interface>`

p wearableByEngineer	boolean
p wearableByKnight	boolean
p wearableByMage	boolean
p wearableByThief	boolean

Package weapon

Package statuseffects

Package character