

```
1  #include "itemsandobjects.h"
2  #include <iostream>
3  #include <string>
4  using namespace std;
5
6
7  itemsandobjects::itemsandobjects() {
8      bandage = false;
9      bandageamount = 0;
10     peanut = false;
11     peanutamount = 0;
12     fryingpandamage = 15;
13     clubdamage = 10;
14     handdamage = 5;
15     sworddamage = 20;
16
17     fryingpan = "frying pan";
18     club = "club";
19     hand = "hand";
20     sword = "sword";
21 }
22
23 //These functions add items to the player inventory
24 void itemsandobjects::Addfryingpan(void) {
25     AddItemToInventoryValue(fryingpandamage);
26     AddItemToInventoryName(fryingpan);
27 }
28 void itemsandobjects::Addclub(void) {
29     AddItemToInventoryValue(clubdamage);
30     AddItemToInventoryName(club);
31 }
32 void itemsandobjects::Addhand(void) {
33     AddItemToInventoryValue(handdamage);
34     AddItemToInventoryName(hand);
35 }
36 void itemsandobjects::Addsword(void) {
37     AddItemToInventoryValue(sworddamage);
38     AddItemToInventoryName(sword);
39 }
40 void itemsandobjects::selectrandomhealing(void) {
41
42 }
43 //Lootable objects
44 void itemsandobjects::cupboard(void) {
45
46 }
47 void itemsandobjects::desk(void) {
48
49 }
50 void itemsandobjects::Medicalcabinet(void) {
51
52 }
53 void itemsandobjects::Bag(void) {
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54
55     }
56     void itemsandobjects::LargeBag(void) {
57
58     }
59     void itemsandobjects::PlayerHealthReset(void) {
60         playerhealth = 100;
61     }
62     void itemsandobjects::ZombieHealthReset(void) {
63         ZombieAIhealth = 100;
64     }
65     //Unique events
66     void itemsandobjects::ApproachZombie(void) {
67
68     }
69     int itemsandobjects::random(int randomnum, int numberrange) {
70         //This function creates a random number with two ranges for
            resuablity
71         randomnum = rand() % numberrange + 1;
72         return randomnum;
73     }
74
```