!!! Methods will start with \*

Item

* Name
* Price
* Level
* Use (optional)

- Weapon

- Physical damage

\*Hit

- Magic damage

\*Hit

- Potion

- Health regeneration

- Mana regeneration

\*Duration

\* Use

\* Activate (activate the usage of the item)

Character

- Name

- Char. Type

- Hero

- Warrior

- Mage

\*Buy

\*Sell

\*Attack

\*Talk (optional)

\*Die

- NPC

- Status

- Friendly

\*Sell

\*Talk

\*Die

- Unfriendly

\*Sell

\*Attack

\*Talk (optional)

\*Die

- Level

\*Increase

- Health

\*Increase

\*Decrease

- Mana

\*Increase

\*Decrease

- Inventory

- Equipped

- InBag

\*Add

\*Move

\*Remove