

position Vector

poisition level

String

String

Model

Place where this

item is placed in

**Current location of** 

item in the scene

id of the item so the

game knows what it

Type of Item, which

inventory differently

Model of the item

allows it to be

placed into

based on the id of the item, the

be used and performs that

specific action.

game knows how the item should

If the item has effect, applies it to

the target it is being used on