

BaseItem

- + id
- + keycode
- + tier
- + name
- + quantity
- + description
- + category
- + sprite
- + attack
- + defense
- and 7 more...

- + BaseItem()
- + LoadSprite()
- + NameToString()
- + CategoryToString()
- + AttributeCategoriesToString()
- + AttributeValuesToString()
- + AttributesToString()
- + SpellsToString()
- + IsEquipment()
- + IsConsumable()
- + IsStackable()
- + BaseItem()
- + GenerateKeycodeSprite()
- + GenerateKeycode()