Iltem

- + string name
- + string type
- + string desc

+ virtual ~IItem()

- + int count
- + Iltem(string n, string t, string d, int c)



IEnemyItem

- + IEnemyItem(string n, string t, string d, int c)
- + virtual bool use(Player &player, Entity &enemy)=0



Weapon

- + int dmg
- + Weapon(string name, string desc, int count, int dmg)
- + bool use(Player &player, Entity &enemy) override