Entity

- # Health health
- # string name
- # Stats stats
- + Entity(int health, string name, int atk, int def)
- + virtual ~Entity()
- + void attack(Entity &target, int extraDmg=0)
- + int getHealth()
- + int getMaxHealth()
- + bool isFullHealth()+ void fullyHeal()
- + bool isAlive()
- + void heal(int amount)
- + void kill()
- and 6 more...



Player

- + Inventory inventory
- int money
- + Player()
- + Player(int health, string name, int atk, int def, int money)
- + void addMoney(int amount)
- + int getMoney()
- + void setMoney(int amount)
- + bool canAfford(int amount)
- + bool canAfford(ShopItem &item)