

Entity

- + int maxHealth
- + int currHealth
- + string name
- + Entity(int health, string name, int atk, int def)
- + virtual ~Entity()
- + void attack(Entity &target, int extraDmg=0)

Inventory

- + vector< IItem * > items
- + void addItem(IItem *item)
- + void listItems()
- + bool useItem(int idx, Player &player, Entity *enemy)
- + void dropItem(int idx)

+inventory

Player

- + int money
- + Player()
- + Player(int health, string name, int atk, int def, int money)
- + void addMoney(int amount)