Entity

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



Player

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