## Entity

+ int maxHealth

+ int currHealth

+ Stats stats

+ string name

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+ Entity(int health, string
  name, int atk, int def)

+ virtual ~Entity()

+ void attack(Entity &target,
  int extraDmg=0)

## Player

+ Inventory inventory

+ int money

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+ Player()

+ Player(int health, string
  name, int atk, int def, int money)

+ void addMoney(int amount)