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)