IItem

- string desc
- string name
- string type
- int count

+ IItem(string n, string t, string d, int c)
+ virtual ~IItem()
+ virtual string getDesc()
+ string getName()
+ string getType()
+ void increment(int amount)
+ void decrement(int amount)
+ int getCount()
+ bool isInfinite()
+ bool isDepleted()
+ bool matches(IItem *item)