Iltem

- string desc
- string name
- string type
- int count
- + Iltem(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)



IEnemyItem

- + IEnemyItem(string n, string t, string d, int c)
- + virtual bool use(Player &player, Entity &enemy)=0



Weapon

- + int dmg
- Weapon(string name, string desc, int count, int dmg)
- + bool use(Player &player, Entity &enemy) override
- + int getDmg()