# 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)

## IPlayerItem

+ IPlayerItem(string n, string t, string d, int c)

+ virtual bool use(Player &player)=0

#### **IPotion**

- + int strength
- + IPotion(string n, string d, int c, int strength)
- + int getStrength()

#### HealthPotion

- + HealthPotion(int c)
- + bool use(Player &player) override
- + string getDesc() override

### StrengthPotion

- + StrengthPotion(int c)
- + bool use(Player &player) override
- + string getDesc() override