

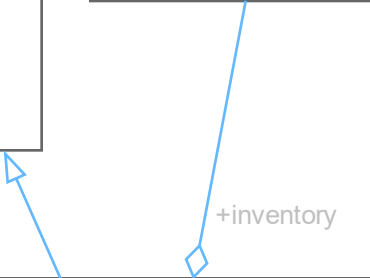
Health
+ int current
+ int max
+ Health(int current, int max)

Stats
+ int atk
+ int def
+ Stats(int atk, int def)



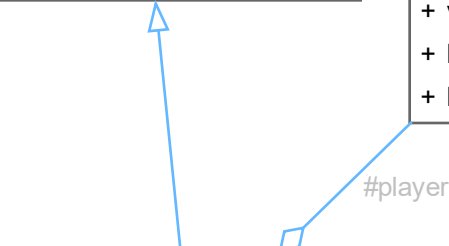
Entity
string name
+ Entity(int health, string name, int atk, int def)
+ virtual ~Entity()
+ void attack(Entity &target, int extraDmg=0)
+ int getHealth()
+ int getMaxHealth()
+ bool isFullHealth()
+ void fullyHeal()
+ bool isAlive()
+ void heal(int amount)
+ void kill()
and 6 more...

Inventory
- vector< IItem * > items
+ IItem * addItem(IItem *item, bool animate=true)
+ void listItems()
+ bool useItem(int idx, Player &player, Entity *enemy)
+ void dropItem(int idx)



Player
- 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)

UserInterface
+ bool quitGame
+ virtual UserInterface * render()=0
+ virtual ~UserInterface()



UIWithPlayer
+ UIWithPlayer()
+ UIWithPlayer(Player player)