## Iltem

- 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)



## **IEnemyItem**

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