## Iltem

- + string name
- + string type
- + int count
- string desc
- + IItem(string n, string t, string d, int c)
- + virtual ~IItem()
- virtual string getDesc()



## **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