Health		Stats		
+ int current		+ int atk		
+ int max		+ int def		
+ Health(int current, int max)		+ Stats(int	atk, int def)	
	#health	#sta	ats	
Entity		,		
# string name + Entity(int health name, int atk, i + virtual ~Entity() + void attack(Enti				
		- 1		
		·	Inventory	
		·	- vector< IItem * > items	
	int extraDmg=(+ int getHealth() + int getMaxHealt		+ Iltem * addItem(Iltem *item, bool animate=true)	
			+ void listItems()	
	+ bool isFullHeal	"	+ bool useItem(int idx, Player	
	+ void fullyHeal()		&player, Entity *enemy)	
	+ bool isAlive() + void heal(int amount)		+ void dropItem(int idx)	
			/	
	+ void kill()		/	
	and 6 more			
+inventory				
		Р	Player	
	- i	nt money		
+ + + + + +		Player()		
		Player(int health, string		
		name, int atk, int def, int money)		
		revoid addMoney(int amount)		
		+ int getMoney()		
		+ void setMoney(int amount)		
		+ bool canAfford(int amount)		
		pool canAfford	d(ShopItem &item)	