IItem

+ string name

+ string type

+ string desc

+ int count

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

+ virtual ~IItem()

IEnemyItem

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

+ virtual bool use(Player &player, Entity &enemy)=0

IWeapon

+ int dmg

+ IWeapon(string name, string desc, int count, int dmg)

+ bool use(Player &player, Entity &enemy) override