Iltem

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

IPlayerItem

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

IPotion

- + int strength
- + IPotion(string n, string d, int c, int strength)

HealthPotion

- + HealthPotion(int c)
- + bool use(Player &player) override
- + string getDesc() override

StrengthPotion

- + StrengthPotion(int c)
- + bool use(Player &player) override
- + string getDesc() override