## Iltem - string desc - string name - string type - int count + Iltem(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) **IPlayerItem** t, string d, int c)

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

## **IPotion**

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

## HealthPotion

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

## StrengthPotion

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