Item

#name: String

#tier: int #slot: int #value: int #image: Image

-setupItem(tier: int)

+getSlot(): int +getValue(): int

+getImage(): Image +toString(): String

+getDescription(): String

Spellbook

Consumable

Armor

-type: int-dodge: int-defense: int

-setupArmor()
-setupName()

+getDescription(): String

Weapon

-twoHanded: boolean

-type: int -damage: int -range: int

-model: Image

-setupWeapon()

-setupName()

+getDescription(): String