Dungeon crawler - Class Diagram

Item
- int size

Hero
- int hp
- int xp
- int money
- pair<int, int> coordinates
- list<Item> items

- void level_up()
- void attack()
- void use_item()

Consumable
- string type

Weapon
- int damage

Shop
- pair<int, int> location
- list<Item> items_to_sell

- Item sell_item()

Map

Enemy
- int hp

- void attack()

Game
- Map map
- Hero player
- list<Enemy> enemies

- void add enemy()

Monster1

Monster2