



Item class has a "has-a" relationship with Player class because Items are part of the player's possessions. It has private member variable string and int to determine the key and value of item map

Harpoon, Machine Gun, Grenade Launcher, Oil Dispenser inherit from Weapon class. They have virtual function setName() to set each weapon name as the key. They have virtual function getDamage() that determine each weapon capabilities depending on each private member variable damage multiplied by defaultDamage protected member var in Weapon class.

Class Truck, Racer and Buggy inherit from the abstract class Chassis because chassis have different materials and sizes for different type of cars. The function drivingStyle is pure virtual because it depends on each chassis material, size, and style.