Baseltem

- # name text
- # texture
- # sprite
- # weight i
- + Baseltem()
- + getSprite()
- + getWeight()
- + set_Weight_i()
- + setNewTexture()
- + ~BaseItem()

Armor

- armor button
- type
- weight
- block
- miss
- durability
- armorTexturePaths
- + Armor()
- + Get_weight()
- + Get block()
- + Get_missing()
- + Get_durability()
- _ -
- + Set_weight()
- + Set_block()
- + Set_missing()
- + Set durability()
- + Get_buttons()
- # draw()

potion

- number potion
- All_Weight_potion
- regeneration_hp
- weight
- Potion_sprite
- + potion()
- + Get weight potion()
- + Get_regeneration_hp()
- + Get number potion()
- + Set new number potion()
- + Get_All_weight_potion()
- + Set_new_All_weight _potion()
- + add potion()
- + dell_potion()
- + Get Buttons()

stamina_pot

- stamina_potion_sprite
- number stamina pot
- All_Weight_stamina_pot
- regeneration stamina
- weight s
- + stamina_pot()
- + Get_weight_stamina pot()
- + Get regeneration stamina()
- + Get_number_stamina _pot()
- + Set_new_number_stamina _pot()
- + Get_All_weight_stamina _pot()
- + Set_new_All_weight _stamina_pot()
- + add_stamina_pot()
- + dell_stamina_pot()
- + Get_buttons()

weapon

- weapon_button
- type
- damage
- weight
- block
- missing
- durability
- weaponTexturePaths
- + weapon()
- + operator*()
- + Get_damage()
- + Get weight()
- + Get_block()
- + Get_missing()
- + Get durability()
- + Set_damage()
- + Set weight()
- + Set_block()
- + Set_missing()
- + Set durability()
- + Get_type_weapon()
- + Get Buttons()