```
Baseltem
     # name text
     # texture
     # sprite
     # weight i
     + BaseItem()
     + getSprite()
     + getWeight()
     + set Weight i()
     + setNewTexture()
     + ~BaseItem()
        stamina pot
+ 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()
```