```
ltem
# name
# desc_
# value
# id
# consumable
# settable
+ getName()
+ getDescription()
+ getValue()
+ isConsumable()
+ isSettable()
+ isEquipement()
   Equipement
# att
# def
# dext
+ ~Equipement()
+ isEquipement()
+ getAtt()
+ getDef()
+ getDext()
+ isHelmet()
+ isShield()
+ isArmor()
+ isWeapon()
      Armor
+ Armor()
+ ~Armor()
+ isArmor()
+ isEquipement()
      Wall
     + Wall()
```