```
+---------------------------+
|           Item            |
+---------------------------+
| # 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()              |
+---------------------------+
              △
              |
+---------------------------+
|          Weapon           |
+---------------------------+
|                           |
+---------------------------+
| + Weapon()                |
| + ~Weapon()               |
| + isWeapon()              |
| + isEquipement()          |
+---------------------------+
              △
              |
+---------------------------+
|         Claymore          |
+---------------------------+
|                           |
+---------------------------+
| + Claymore()              |
+---------------------------+
```