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()

Shield

+ ~Shield()
+ isShield()
+ isEquipement()

IronShield

+ IronShield()