RandomItemGenerator

- + string name
- + string type
- + string ITEM TYPES
- int strength
- int weight
- int speed
- char symbol
- + RandomItemGenerator()
- + ~RandomItemGenerator()
- + virtual void SetType(int choice)
- + virtual void SetItemNames(string file_name)
- + virtual void SetName(int name_index, string type)
- + void SetStrength()
- + void SetWeight()
- + void SetSpeed()
- + void SetSymbol(char symbol)
- + void CreateItem(char symbol, char item type amount)



RandomWeapon

- + char symbol
- + string weapon_types
- + RandomWeapon()
- + ~RandomWeapon()
- + void SetType(int choice) override
- + void SetItemNames(string file_name) override
- + void GenerateRandomWeapon()