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()