Potion
+ string POTION_NAME_CHOICES + string name + int strength + int weight + POTION_TYPE POTION_TYPE_SELECTED - const char SYMBOL
+ Potion() + ~Potion() + unsigned int GenerateRandomNumber(int max) + POTION_TYPE SetPotionType(int potion_choice) + string SetPotionName(int potion_name_index, POTION_TYPE POTION_TYPE_SELECTED) + int SetStrength(string name) + void CreateNewPotion()