**Building off my Previous Thoughts:**

So it does seem as if subclassing various item types beneath an Item superclass is the way to go.

I’ll likely want to build, inside the Item superclass, a way of reading in a variety of “Item Schematics” just so that there’s a defined set of items upon which to build more user-generated objects.

**Item (Abstract Superclass)**

* String name
* Double value
* Double weight
* Double condition (from 0-100. 0 is ruined/destroyed. 100 is in perfect condition).
* **Methods**
* Normal Setters and Getters.
* Reader
* Reads in the Class\_Name.txt file, which defines a set of formalized objects.
* evaluate
* A function which determines the value of the object from known quantities.

**Miscellaneous (Subclass)**

* The least exciting of the various Item subclasses.

**Consumable** **(Subclass of Item)**

* String effectType (The type of effect)
* Double intensity (I.e., if it’s a food item that’s very nourishing. The type will be FOOD, the intensity will be some high value).

**Clothing** **(Subclass of Item)**

* String appendage (The appendage(s) this item can go on.)
* Consider making this an ArrayList? Right now, since I’m sticking with just people, let’s try it with just people.
* Double armor
* Double warmth (How insulating is this particular item?

**Weapon (Subclass of Item)**

* Double damage
* Double armor-piercing
* Double range
* Boolean large (if large, requires two hands).

Beyond the above, unsure. I want to think more deeply about the combat system I’m envisioning. Right now though.