**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
* **Methods**
* Normal Setters and Getters.
* Reader
* Reads in the Class\_Name.txt file, which defines a set of formalized objects.