BasicStat

PrimaryStatHolder
- -str : BasicStat
- -dex : BasicStat
- -int : BasicStat
- -wis : BasicStat

- +getStrength() : BasicStat
- +setStrength(BasicStat s) : void
- +getDexterity() : BasicStat
- +setDexterity(BasicStat d) : void
- +getIntelligence() : BasicStat
- +setIntelligence(BasicStat i) : void
- +getWisdom() : BasicStat
- +setWisdom(BasicStat w) : void
- +toString() : String

StatHolder
- -weight : Weight
- -armor : Armor
- -equipmentType : String
- -equipmentSlot : String
- -block : BasicStat
- -parry : BasicStat
- -damage : BasicStat

- +getWeight() : Weight
- +setSeight(Weight w) : void
- +getArmor() : Armor
- +setArmor(Armor a) : void
- +getEquipmentType() : String
- +setEquipmentType(String type) : void
- +getEquipmentSlot() : String
- +setEquipmentSlot() : String
- +getParry() : BasicStat
- +setParry(BasicStat p) : void
- +getDamage() : BasicStat
- +setDamage(BasicStat dmg) : void
- +add(StatHolder s) : StatHolder
- +subtract(StatHolder s) : StatHolder

«Interface»
Item
- +getWeight() : Weight
- +getName() : String
- +isEquipable() : boolean

Equipment
- -name : String
- -desc : String
- -levelReq : int
- -weight : Weight
- -stats : StatHolder

- +getDesc() : String
- +getLevelReq() : int
- +getStatHolder() : StatHolder
- +toString() : String

UseableItem
- -name : String
- -weight : Weight
- -maxStackSize : int
- -currStackSize : int

- +useItem(Character useTarget): void
- +increaseStack(int numItems) : void

ArmorEquipment
- -armorType : String
- -armorSlot : String
- -armorVal : Armor

- -setArmorType() : void
- -setArmorSlot() : void
- +validArmorTypeOrSlot() : boolean
- +isSameArmorType(String type) : boolean
- +canEquipArmorType(String charArmorType)
- +getAmorVal() : Armor
- +getArmorType() : String
- +getArmorSlot() : String

WeaponEquipment
- -damage : BasicStat
- -parry : BasicStat
- -weaponType : String

- +getDamage() : BasicStat
- +getParry() : BasicStat
- +getWeaponType() : String
- #setWeaponType(String type) : void

HealthPotion

EssenceOfTheFallen

OneHandWeapon

TwoHandWeapon

ShieldEquipment
- blockChance : BasicStat

- +getBlock() : BasicStat