

InventoryGrid
-GridSlots: Int
-GridSize: Int
+PlaceItem()
+MoveItem()

CharacterPanel
-GridSlots: Int
-GridSize: Int
+PlaceItem()
+MoveItem()

StatsPanel
-Strength: Int
-Intellect: Int
-Agility: Int
-Stamina: Int
+GetStats(): int
+DisplayStats()

