Game

-player: User

-welcome()
-travelMessage()
-marketTown()
-theMines()
-arena()

User

-name: String
-userInventory: arrayList<Item>
-health: int
-defense: int
-money: int

-getName()   -getHealth()
-getInventory()   -getDefense()
-getMoney()   -setMoney()

Item

-name: String
-description: String
-buyAmount: int

-getName()   -getDescription()
-getbuyAmount()
-getSellAmount()

Weapon

-strength: int
-health: int

-getStrength()
-getHealth()

*takes from parent

Other

*takes from parent

Gear

-defense: int

-getDefense()

*takes from parent

Wizard Tower

-person: User

-start()
-checkWager()

Mine

-person: User

-work()

Tic Tac Toe

-wager: int

-start()
-gameBoard()
-gameWon()