Design Rationale

1. Abstract Tile class to be the parent of Dirt, Tree and Bush classes.

This was done to reduce repeated code (DRY) as it is likely that there are certain attributes that all the different ground types must implement. This also makes the code easier to maintain in case changes need to be made to how tiles are treated, and it will be easier to change the tile class directly rather than dirt, tree and bush separately.

1. Fruit extends Tile and is in groundPackage

Fruit can be displayed on the game map if it is lying on the ground. Therefore fruit is a type of tile and therefore should extend the tile class.