1. Create an abstract “Item” class that has a number of functions that items in an RPG may need (drop, use, throw, eat) and properties that items in an RPG may need (name, weight?)
2. Think about which of the functions are the same for all items, and which have different outcomes depending on the item, and make the second set abstract ready to be overridden
3. Write your non-abstract functions so they simply write the outcome of the action to the console (i.e. for throw, they might print out “The [itemname] is thrown far away!”
4. Create a series of classes that inherit from “Item” and override the appropriate functions, again so that they print out the outcome of that action (i.e. for “eat” a banana may print “You eat the delicious fruit”, but a spanner may print out “As you try to bite into the [itemname] you feel a crack as one of your teeth is damaged”.
5. Create a small array of ten or so elements, of type “Item”
6. Write some code, using loops, console.writeline, and console.readline (which is new, and you may need to look up) so that the user of your program can change the contents of elements on the array, and perform actions on them
   1. You might have, for example, a do loop that requests the user selects an array element from 0-9, then asks them if they want to change item, if they do, lets them select an item from a list to place in that slot. If they don’t, asks them if they wish to do something with the item in that slot.

Be aware that you may not finish all this in the lecture, but you can take it away and continue in your own time.