

Rationale REQ5

Toad is an interactive actor who the player can interact with. When designing the code, I have decided that Toad will have the code to perform trading with the Player instead of the Player having the code as it will have too many responsibilities. Then, all the items which can be tradable will be added to Toad along with the Trading action.

Since all of the items which can be traded are of the same code, I followed the principle Don't Repeat Yourself(DRY) and only created one Trading class where it can be used by all the tradable items. For this code, I also made it such that the Player can keep buying the same item and they will be added to the inventory.