**Question: In your class diagram, explain the responsibility of Rocket class and give the reason why Rocket class is a subclass of Item class.**

Rocket is an item that will be obtained when combining the rocket body and rocket engine on the rocket pad in the game. The goal of the player is to obtain the rocket. It is a subclass of the item class as it will be kept in the inventory of the player. However, it is not strictly necessary as when the rocket is built, the player basically won the game. But it can still be useful if the assignment is to be extended and thus for example we would need another win condition other than the rocket, so to keep track of whether or not we have built the rocket, we can keep it inside the player’s inventory.