Requirement 3 – Aldrich the Devourer enemy, Darkmoon Longbow weapon and Fire Arrow action

Diagram, schematic

Description automatically generated

* Aldrich the Devourer was created through the inheritence of the abstract class LordOfCinder. Similar to the other LordOfCinder, Aldirch the Devourer also has an instance of the item CinderOfYhormTheGiant and the ResetPositionBehaviour
* Aldrich the Devourer has an instance of DarkmoonLongbow where a dependency relationship exists. Darkmoon Longbow resides as its own object within the weapons package and extends from the abstract class Bow which is unique in its ranged ability and ranged critical passive; Bow takes from GameWeaponItem which inherits from WeaponItem in the engine package.
* By creating Aldrich and its weapon as separate objects we minimised strong relationships between the two; allowing for changes to be made to one class without direct interference to the existence of the other – this improves adaptability if we wanted to allow another actor in future to utilise Darkmoon Longbow or choose to give Aldrich the Devourer a different weapon.

Requirement 4 – Chest and Mimic

Diagram

Description automatically generated with medium confidence

* The application procceses each playTurn for all actors. As the player moves within range of the chest, the chests adds a new OpenChestAction to be used by the Player within its allowable actions of the next Player turn processed. Here the next Playerturn executes the action of OpenChestAction of which has a 50/50 chance to either spawn a Mimic or drop a random amount between 1-3 instances of TokenOfSoul at the chest location.