



When the reset action is taken by the player, the run method in the ResetManager is called. This method will traverse through the list of resettable instances and perform the actions detailed in REQ7. After each single instance is reset, the cleanUp method will run to remove that instance from the list so that it is no longer resettable. The ResetManager class will have a boolean attribute that acts as a flag for whether the reset action has been taken yet or not.

The World class will have an attribute of type ResetManager. Each time the processActorTurn method is run, it will check the flag attribute in the ResetManager, and will only add the ResetAction action to the ActionList if the flag reads true.

ResetAction class will set the hotkey so that the option is available in the menu. This class will be a subclass of Action. processActorTurn in the World class will add this action to the ActionList of the player