



Goomba's base HP value will be changed so that it will always start with 20HP.

Goomba objects will override the `getIntrinsicWeapon` method so that the damage is 10 and the verb is "kicks"

Each time a new turn ends, a method from Goomba will run that will have a 10% chance to destroy the Goomba and remove it from the map.

The constructor for Koopa will set its HP value to 100.

Koopa will have a boolean attribute that represents whether the Koopa is dormant or not.

The `execute()` method in `AttackActions` will be updated to check whether the target being attacked is a Koopa. If it is, it will check whether it is dormant or not. If it is, then it will check whether it was attacked with a Wrench.

If not, it will display a message saying that the attack was ineffective. If yes, the `addItem()` method for that location will be called and passed `SuperMushroom` as the item to add to that location.