



Player will have an attribute called wallet that tracks how much money they have.  
There will be a method that adds to the wallet when a player picks up a Coin

Toad is a subclass of Actor  
Location is always in the centre of the map.  
Toad has a static final attribute for each of the items he sells.

Has an attribute of type coin. This is set to null when the sapling is created.  
Sapling has a 10% chance to spawn a coin.  
A sapling may only have one coin spawned at a time.  
If Coin attribute is not null, there will be 0% chance to spawn a Coin.

Coin stores a static final Integer value that represents its monetary value  
Coin is a subclass of Item

#### NEED TO CONSIDER

how to add coin value to wallet attribute in player - is it better to have a class, Wallet, that the player has?  
how to implement can/can't pick up item capabilities