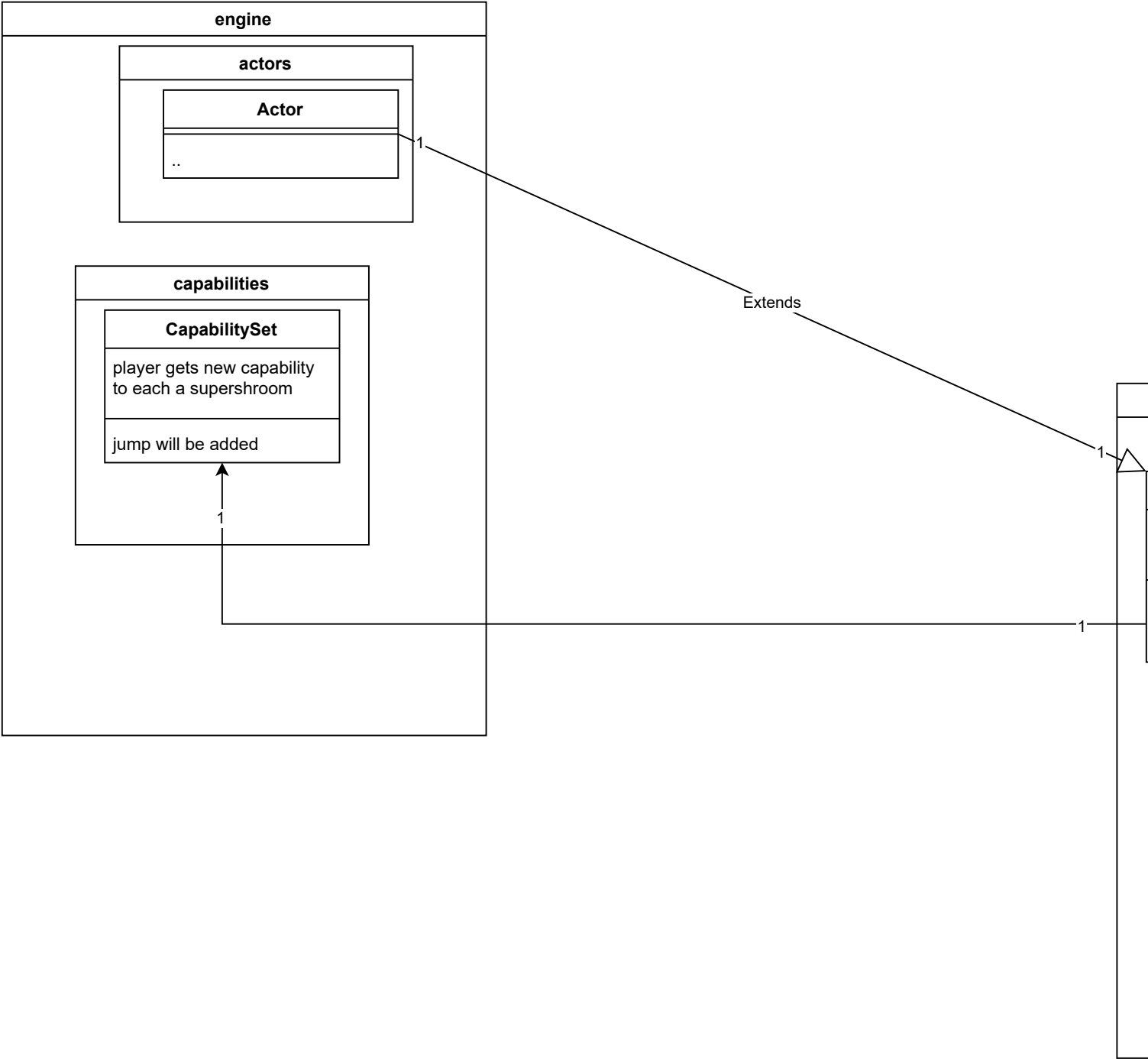


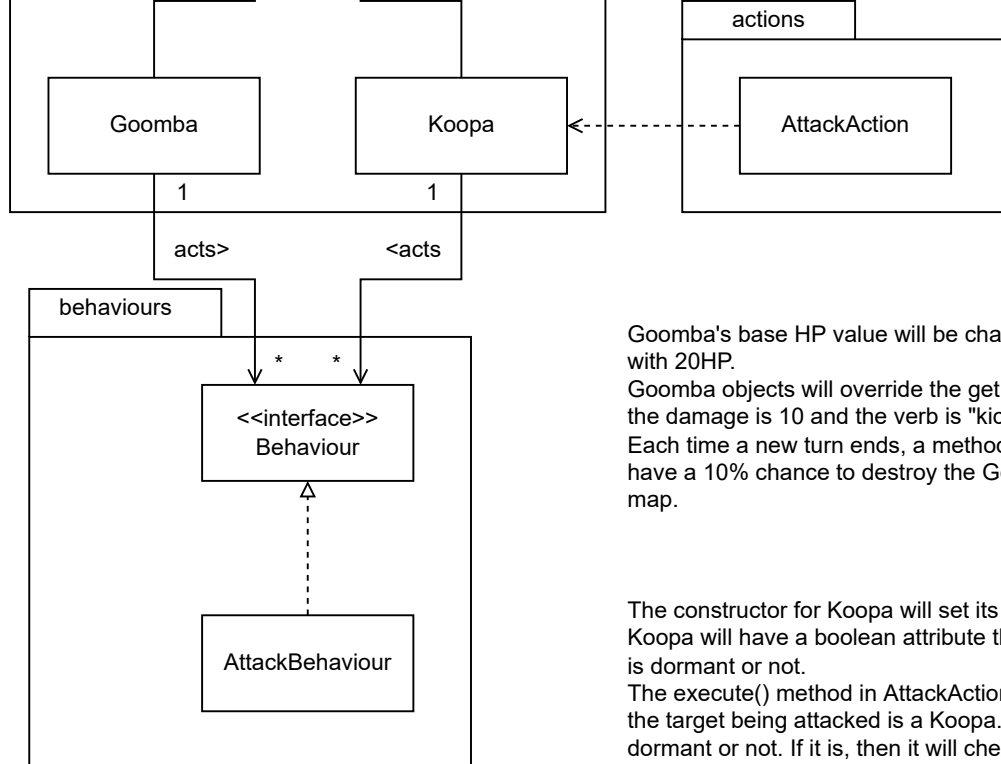
Task 3: Goomba

- It starts with 20 HP
- It attacks with a kick that deals 10 damage with 50% hit rate.
- In every turn, it has a 10% chance to be removed from the map (suicide). The main purpose is to clean up the map.



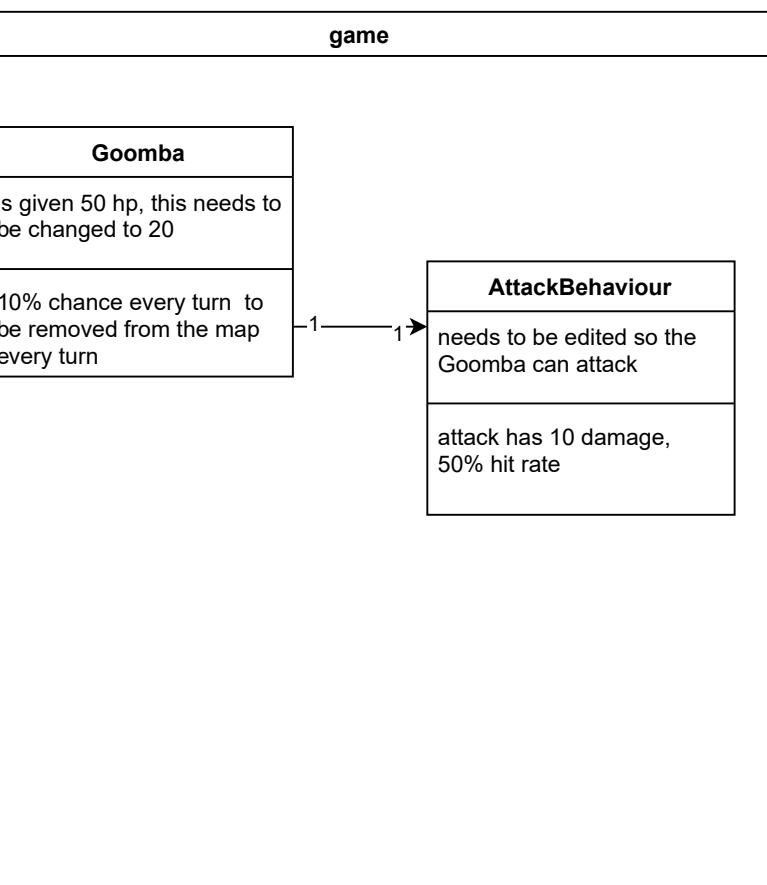
Task 3: Koopa

- It starts with 100 HP

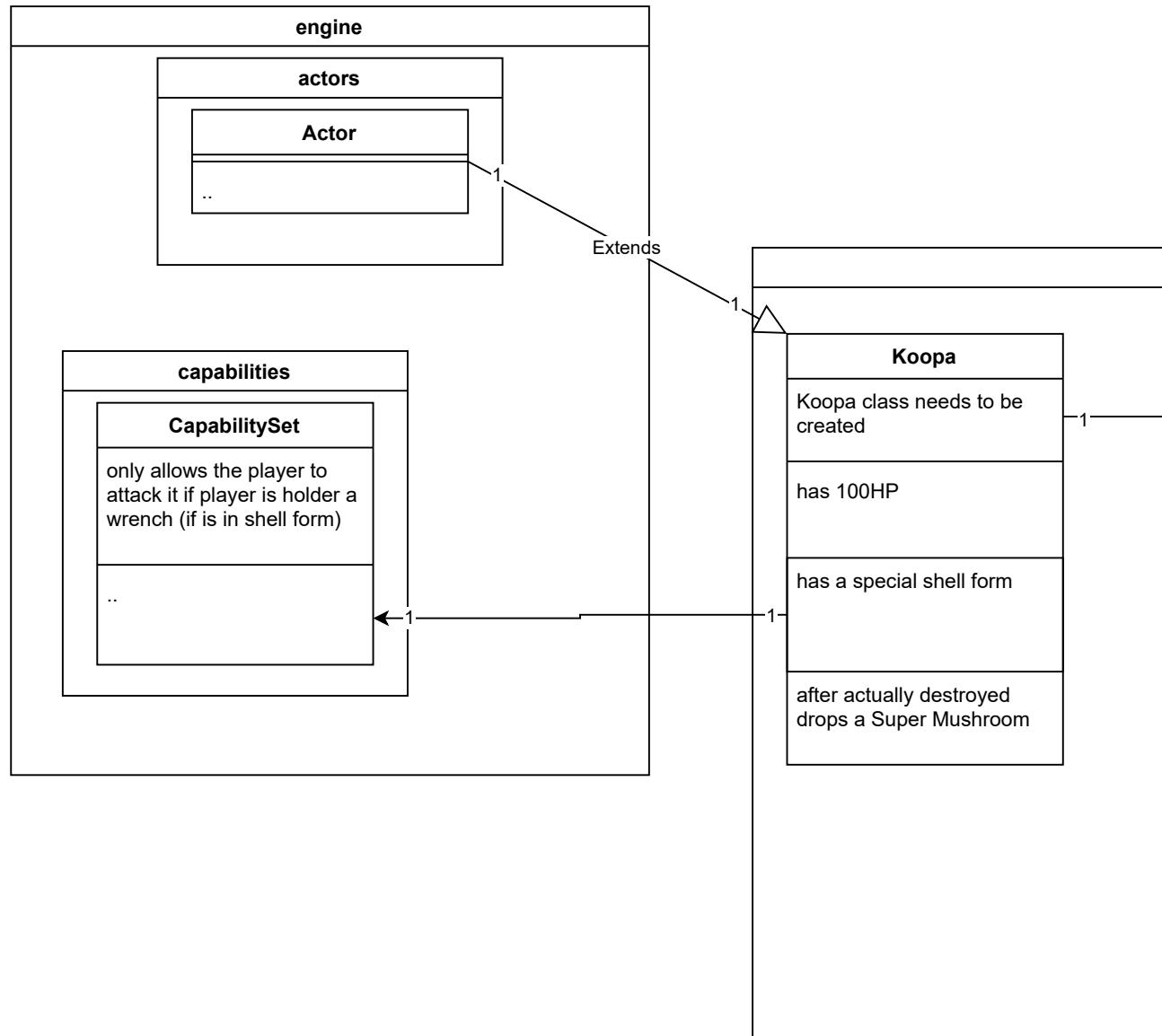


Goomba's base HP value will be changed so that it will always start with 20HP.
 Goomba objects will override the getIntrinsicWeapon method so that the damage is 10 and the verb is "kicks"
 Each time a new turn ends, a method from Goomba will run that will have a 10% chance to destroy the Goomba and remove 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.



- When defeated, it will not be removed from the scene (it will go to a dormant state (`D`) and stay on the scene (it can't attack nor move)).
- Mario needs a **Wrench** (80% hit rate and 100% drop rate) as the only weapon to destroy Koopa's shell.
- Destroying its shell will drop a Super Mushroom.



om the map. Instead, it
on the ground (cannot
d 50 damage), which is
ll.
ushroom.

