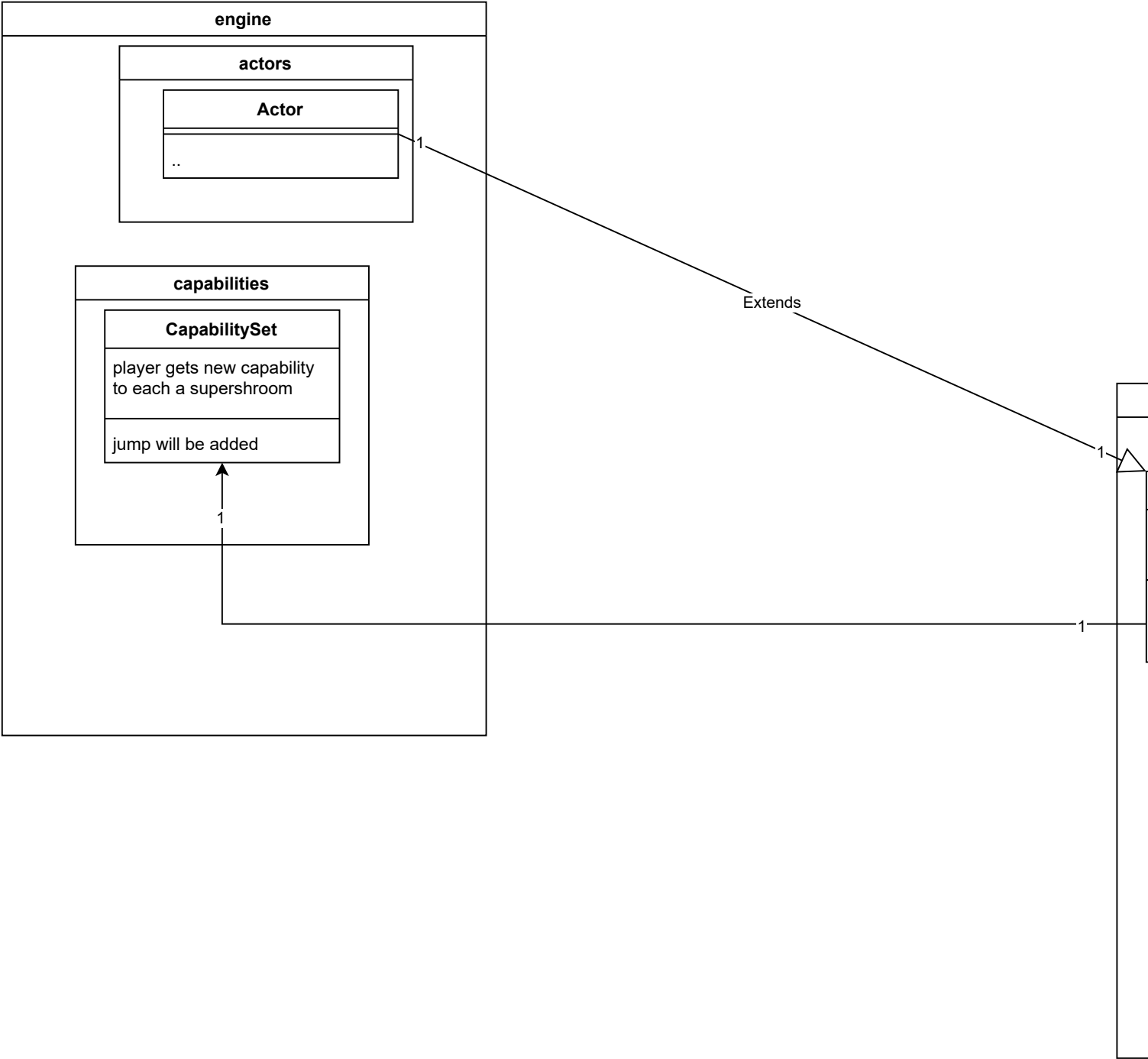


Goomba's base HP value will be changed so that it will always start with 20HP.
 Goomba objects will override the `getIntrinsicWeapon` method so that the damage is 10 and the verb is "kicks"
 Each time a new turn ends, a method from Goomba will run that will have a 10% chance to destroy the Goomba and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

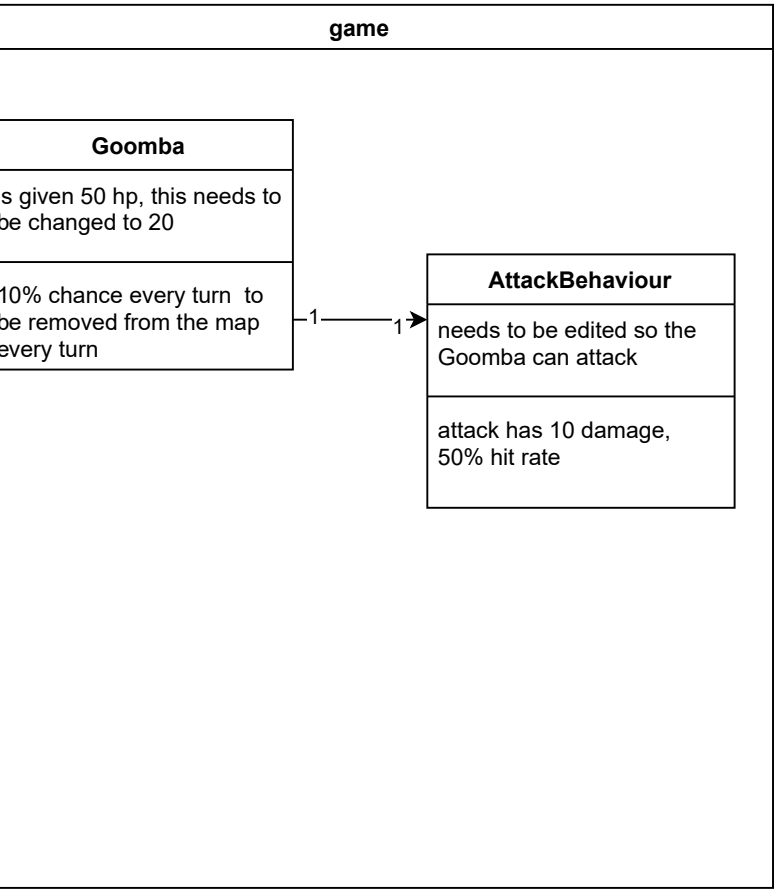
Task 3: Goomba

- 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.

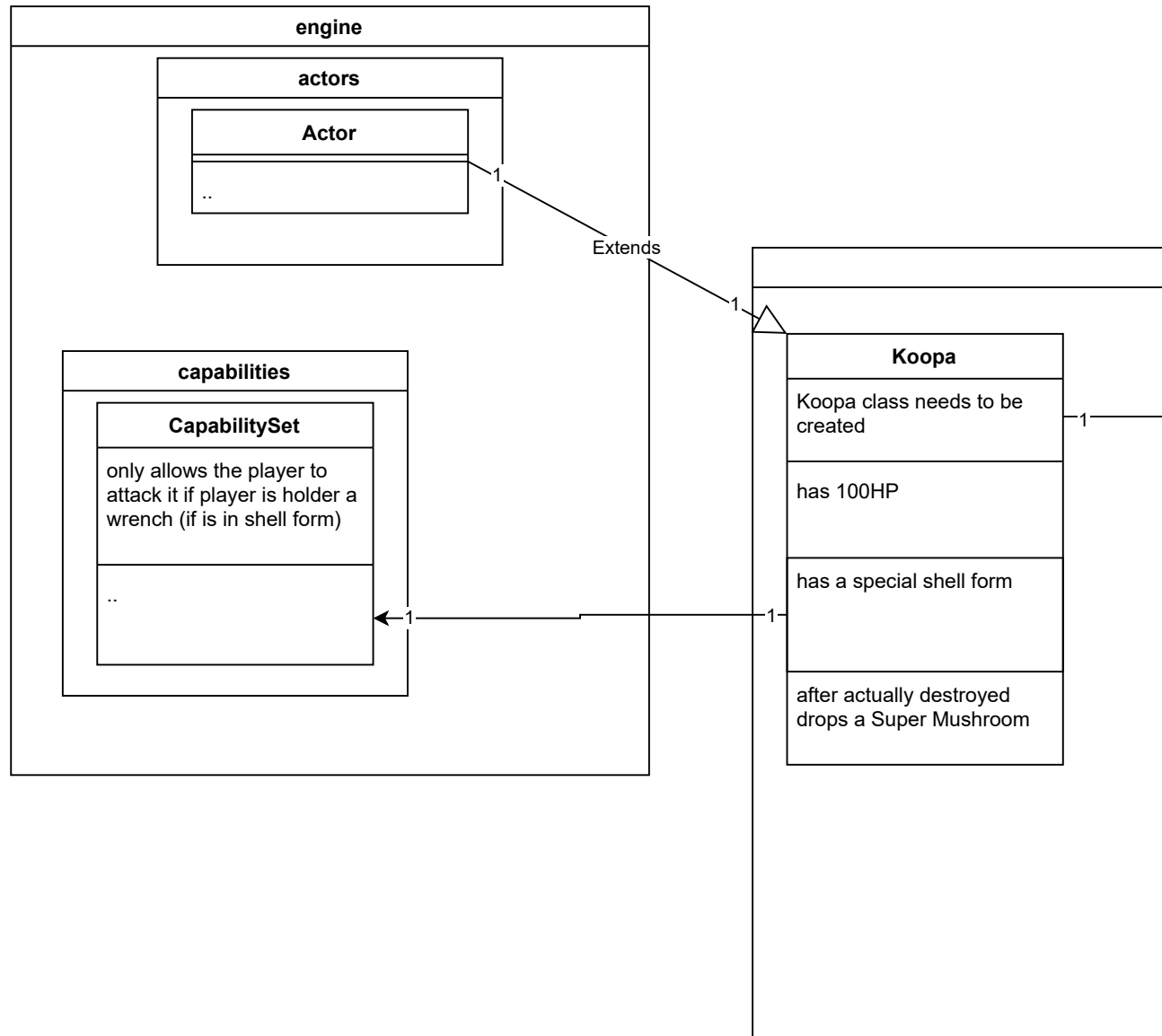


Task 3: Koopa

- It starts with 100 HP



- 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.

