



UseItemAction will implement a method that calls methods within the item that sets up what occurs when the item is consumed.

UseItemAction will have an attribute for the Actor who is using the item, and will be set up so that the effects of using the item are applied to the actor using these methods.

In the AttackAction class the execute() method - when a target is hit - will check if the Actor is under the effects of an item (stored in a boolean value to represent whether the actor is under the effects of an item). If yes, it will call a method from Actor that resets attributes back to how they were before the item was used.