**ConsumableItem**

**Description**

The ConsumableItem inherits PortableItem class, it contains all the features of PortableItem along with additional features

**Functionality**

* **ConsumableItem provides an effect if the ConsumeAction is performed with the object for a Human. Currently restoring health is the only effect available.**
* **Contains an integer instance variable ‘RestoreAmount”**

The ConsumableItem should contain an integer which determines the amount a Human heals when consuming

* **Constructor method requires an additional argument for ‘RestoreAmount’**
* **Contains a getRA method**

The getRA is used to retrieve the RestoreAmount value of the ConsumableItem