**ConsumeAction**

**Description**

The ConsumeAction is available for Human type ZombieActor which allows them to consume consumable items in their inventory

**execute method overriding**

* **Retrieve consumable item**

The consumable items are located in the inventory of actors. If inventory does not contain said item then return none

* **Apply consuming effect**

Currently the only effect possible is restoring health. The method will calculate the restore amount of the item and also the player’s health to determine the final value for which the player’s health should be after consumption. The item is removed from inventory after this process