**Corpse**

**Description**

The corpse is a unique type of Item class which is created when a zombie successfully kills a target human. It has a few unique functionalities which differs it from other items.

**Functionality**

* **Has a integer instance variable called turnsLeft**

The turnsLeft value indicates the turn remaining before a zombie spawns on the ground the corpse was added in.

* **Has a method called spawnZombie**

If turnsLeft value is 0, then in the Location the Corpse is on call the addActor zombie and use removeItem to remove this Corpse item.

**Tick method overriding**

* **Decrement the turnsLeft value**

The turnsLeft value should decrease by one every time the tick method is called (which means 1 turn has passed)