**CraftAction**

**Description**

The CraftAction is a unique action which allows players to combine MaterialItems to produce a stronger weapon.

**Functionality**

* **craft(*weapon to be crafted*) method**

The CraftAction has methods for each craftable weapon type, and each method contains a recipe which is an ArrayList of Strings. These strings are used to uniquely identify all MaterialItems. Hence, the same string is also contained in the MaterialItems and are retrievable through filtering MaterialItems in the player’s inventory and getting the string through the getMaterialID method. If the player’s inventory contains the items required, then the items are removed and the weapon to be crafted will be added to their inventory