**Dirt**

**Description**

The Dirt inherits the Ground class as it should contain all the super class traits and characteristics but its only unique functionality

**Functionality**

* **Adding food item through interaction with villager**

The dirt can be sowed by a villager to produce a food item called crop. A food is a type of ConsumableItem which comes from dirt but has to ripen before consuming. The ripen state is determined by the food class and changes with the tick method of food and the Dirt class is responsible of informing other class of the state of the food.

* **Adding a containCrop method**

A simple method which returns a boolean value based on whether the dirt contains food.

* **Adding an isRipe method**

The method returns a boolean value based on whether the food has ripened.

* **Adding a getCrop method**

A simple method which first calls the isRipe method, if true returns the food item, as return none.