**MaterialItem**

**Description**

The MaterialItem inherits the WeaponItem class, it contains all the features of WeaponItem along with unique usages and a method.

**Functionality**

* **It mainly exists to allow Actions to filter for items which can be used to craft other WeaponItems.**
* **Contains a String instance variable “MaterialID”**

The MaterialID is used for other classes such as CraftAction to identify the MaterialItem

* **Constructor method requires an additional argument for MaterialID**
* **Contains a getID method**

The getID is used to retrieve the MaterialID of the MaterialItem