**Villager**

**Description**

The villager inherits the human class as it should contain all the super class traits and characteristics but has additional functionality

**Additional functionality**

* **Adding a sowing method**

If the ground the villager is standing on is not already sowed, the villager will sow the ground

* **Adding a fertilize method**

Since fertilizing is a unique feature only to villagers. The villager will check the current position for whether it is a dirt ground and also if it contains crop.

* **Adding HarvestingBehaviour**

The HarvestingBehaviour allows the villager to determine if it should perform HarvestAction which collects food from the dirt.

**playTurn method modifications**

* **Calling sowing method**

If the villager is standing on a cropless dirt, it should have a chance to sow the dirt and resume the playTurn method

* **Calling fertilize method**

A villager should check if its standing on a dirt with crop. If so, reduce the time needed for the crops to grow by 10 turn. Furthermore, return DoNothingAction().