Req 4: **Lifetime of magical item**

```
item: SuperMushroom        actor: Player        item: PowerStar        position: GameMap
```

Buy ←— (from Player)

Buy/pick —→ (from Player to PowerStar)

Spawn ←— (from GameMap to PowerStar)

In Inventory   10 Round   On Game Map

Consume ←— (to SuperMushroom)

Fade ←——→   **Despawn** ——→

Opt [player consume before expire]

Buy/pick —→

Consume —→

Pick ←—

Consume ←—