



*What classes exist in your extended system?*

The only class introduced in the extended system will be **Leave**.

*What is role and responsibility of* ***Leave****?*

The role of **Leave** is to allow “an actor to put down the object they are currently carrying”.

Following the occurrence of **Leave**,

* “the actor should be holding nothing
* the item should be in the location of the actor when it was done
* the item should be able to be picked up again”

*How* ***Leave*** *relates to and interacts with the existing system.*

**Leave** will behave similarly to the **Take**. It will extend the SWAffordance class and be linked to the take affordance. Entities that can be “left” include the Blaster, LightSabre, and Canteen, just as they can be “taken”.

*How the (existing and new) classes will interact to deliver the required functionality.*

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| -Allow an actor to put down the object they are currently carrying  -After this is done, the actor should be holding nothing | This functionality will be completed within the **Leave** class. Roughly, it will use the a.setItemCarried(x) (where x is none/null/whatever the java term is) Premise of the **Take** class. |
| -the item should be in the location of the actor when it was done | Done using setLocation() on the item wherever the SWActor is. |
| -and the item should be able to be picked up again | The take affordance will be re-instated after all the other functionality of **Leave** is completed. |