

Scenario: Player consumes Flask of Crimson Tears

ConsumeAction

FlaskOfCrimsonTears

Actor

Opt

[FlaskOfCrimsonTears.getInstance().isConsumable()]

execute(Actor actor, GameMap map)

consumable.consume(actor);

actor.heal(HEAL\_AMOUNT);

consumable.getConsumeMessage()

consumeMessage: String

result: "actor consumed the  
consumable to consumeMessage"

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