

1. Create a no argument GameObject constructor.
  2. Create a GameObject constructor that takes name and location as arguments.
  3. Find all references of the Beans class. There should be one in GameEngine's constructor where it is initializing a new Beans object i.e. `new Beans()` using the Beans constructor.
  4. In GameEngine, replace the Beans constructor with the new GameObject constructor, with "Beans" passed in as the name argument and `Location.START` as the location argument.
  5. Ensure that the Beans class is no longer used and get rid of it.
  6. Run RiverGUI and GameEngineTest to ensure everything is building and running successfully.
  7. Do steps 3 and 4 for the Goose, Wolf, and Farmer classes using ("Goose", `Location.START`), ("Wolf", `Location.START`), and ("Farmer", `Location.START`) for name and location arguments respectively.
  8. Do step 5 and 6 for the Goose, Wolf, and Farmer classes.
  9. Do step 4 for the Farmer constructor in the GameEngineTest under `testObjects()`.
  10. Comment out the no argument GameObject constructor.
  11. Do step 6.
  12. Assuming everything still works, delete the no argument GameObject constructor you just commented out.
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