the game i plan to create is going to be a auction business which offers you items, structures or property you can auction on, and keeps track of the things you have actioned on and the current price for when or if you want to sell it to earn more money. i used abstraction to be able to focus the code on what was needed at the time, like when the player is wanting to buy something from the auction the code focuses on the items in shop class or if the player is wanting to sell stuff back onto the market for more money the code would focus on the inventory class and the current price class.