**Changes to the Game Engine**

**Bad**

* The actorLocations object used in the GameMap class contains the actors from all the maps in the World class instead of that particular game map. This makes it hard to keep track of the actors in that particular map. Each game map should be responsible of their own actors and have methods to access the actorLocations.

**Good**

* Classes in the engine that deal directly with the Player and gameplay such as the Actor, Ground and Item classes use interfaces. The use of interfaces allows us as developers to add useful methods to the these classes without editing the engine classes.