



Design Rationale (REQ4):

`FireFlower` is a concrete class that is extended from the `MagicalItems` abstract class. This decision was made as the user can consume this item and gain special abilities. The `sprout` and `sapling` classes spawn the `fire flower` in their growing phases hence they have a dependency with the `FireFlower` class.

The `ConsumeltemAction` class which extends the `Action` class takes in a parameter of the `fire flower` and does the consume action and assigns a `FIRE_ATTACK` capability to `Player`. Using capabilities helps us avoid using the instance of feature which usually is a sign of poor design. The `FireAttackAction` class checks if the player has the capability and performs the fire attack on enemies.