



Design Rationale (REQ1):

A smaller map called Lava map is created and is added to the gameMap and World through Application. Multiple blazing fire grounds called lava have been placed in this secondary map which hurt the player per turn.

WarpPipe is a concrete class that extends from Items abstract class in the engine. WarpPipe is a non portable item that is placed on the ground that allows the player to teleport to the other map.

Multiple warp pipes are scattered throughout the main map. but only one warp pipe is placed in lava map as per the requirements. The warp pipes in the main map spawn a piranha plant on their location in the second iteration of the game. In the playTurn method inside Player, we check if the item on the ground (Warp pipe) has a teleport status and perform the teleport action from the TeleportAction class. We have made a TeleportAction class as it is a type of action and having this class allows us to manage this feature better.