



Design Rationale for REQ2:

JumpActorAction extends the Action class which is an abstract class. JumpActorAction also takes an instance of GameMap, Actors, and Location in its methods. This class is later on implemented in the Player class.

This design is quite different from our initial design as we initially thought of having a jump interface. Upon implementation, we realised it would be better to have a concrete class that extends from the abstract action class