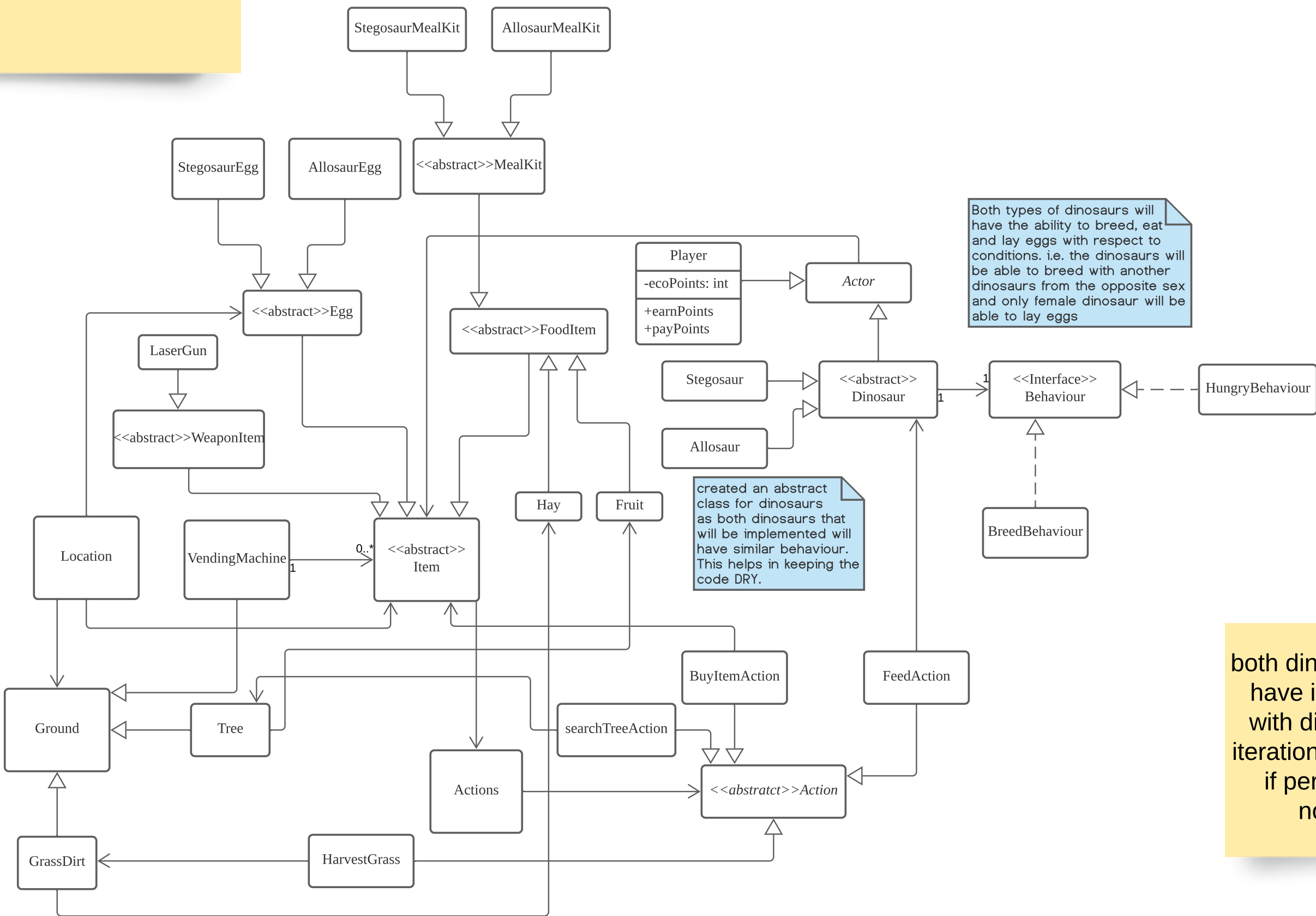


Add item locations class
and connect it to gameMap

ALL THE PROBABILITY
IMPLEMENTATIONS:
GROW GRASS, DROP
FRUIT, ETC



both dino and player
have inventory. if
with dino then 10
iterations then layed
if person them
nothing.