

For the Bonfire features, the Bonfire should display an option to rest if the player is adjacent to the Bonfire, the player would then be able to execute an action to rest at the bonfire. The Bonfire class would then request a reset to the RestAction which uses the Reset class. The Reset class will use Player.heal() method to heal the player to maxHitPoints, it will also refill the estus flasks and remove the following behaviour from enemies. The Reset class will also reset the enemies health and position. Particularly for the Undead, they will be wiped from the map.

For the Soul features, the player would first use AttackAction to damage the enemies until they are killed. If the target is no longer conscious, which is checked using target.isConscious(), the AttackAction would use the Soul class to execute the addSouls() method. If the target that is killed is an Undead, it will add 50 souls to the player. For Skeletons, it would be 250 and for LordOfCinder it would be 5000 souls.

Lastly, for the FollowBehaviour features. getAction method would first be executed, then the FollowBehaviour class uses map.contains() to check whether the target and the actor is on the map. If either one is not on the map, the getAction would return null. The getAction method then create two new instances of Location here and there, their values are map.locationOf(actor) and map.locationOf(target). It then creates a new int variable called currentDistance using the distance() method created in FollowBehaviour. Then it uses a for each loop which iterates over every exit for the here variable to create a new Location called destination, which uses exit.getDestination() method. It then checks whether the actor can enter the destination. If the actor is able to enter then it creates a new int variable called newDistance and if newDistance is less than currentDistance, getAction() would return a new MoveActorAction instance.