



Meet Requirements:

The souls can be traded to buy a new weapon and to upgrade the Player's attributes (status) through a vendor. It will stay at its location permanently. When the Player buys a new weapon, the weapon in the current inventory will be **automatically replaced** with it. Replacing the weapon will cause the old weapon to be removed from the game. You need to print an appropriate message when the transaction is successful or fails.

- Rationale:
- The process of this feature should be:
- When the player is within the range of the vendor (Adjacent square), DealAction will be executed.
 - DealAction will check if the player has enough money to make any trading.
 - If the player has money ≥ 200 but < 500 , it means the player can have an increaseHP option from the vendor on the console (same with the given video on Moodle).
 - If the player decides to choose this option, the vendor will receive the requirements and call DealAction to do it. Otherwise, do nothing until the player leaves.
 - If the player has money ≥ 500 and < 1000 , it means the player can have two options (he can buy a Broadsword or increase his HP).
 - The player can choose any one and finish the trading.
 - If the player has money ≥ 1000 , it means the player can have three options (he can buy a Broadsword or increase his HP or buy a Giant Axe).
 - The player can choose any one and finish the trading.
 - If the player's money (soul) is not enough (200), the vendor will not show him options (nothing about trading on the console).
 - After each trading, it will go to the next round (means you can keep trading with the vendor if the player has enough souls) and the player will be checked again, based on the left souls, the player will get different options.