Mimic or Chest

As required, we decided to create an OpenChestAction class so that we can have 2 cases where the first is the chest and it returns and increments souls to the player and the second case is when the chest turns into a mimic.

The MimicOrChest inherited the enemy class which is because this creature is able to attack the player if it's a mimic and both chests and mimic are able to give souls to the player. This class has a method called **initializeToken** that will give a random number of soul tokens for each chest or mimic.