

- Changed the Cookie class to be a composition of Cashier class instead of Store class as that made more sense in the way we implemented it.
- Deleted the damaged container, and removed cookieDelivery method from the Cookie class as those were not needed when implementing this.
- Changed the way cookie monster was implemented, so removed CookieMonsterDamage from inheriting from the Damage interface.
- Added the observer and subject interfaces, where the former is implemented by the announcer class which we added as well.
- Created a GameDecorator class that acts as a decorator for the games and has 4 subclasses for the 4 different kinds of games that can come with an additional purchase:
  - specialToken subclass
  - specialCard subclass
  - sparePart subclass
  - customMini subclass