**Recommendations for the game engine**

* **“Actions” class:**
  + the name of this class was very confusing as there already exists a class called “Action”. This should be renamed to something easier to interpret like “ListOfActions”. This would allow new users of the system to be able to better distinguish between the two classes.
* **“ActorLocations” class:**
  + Initially I was extremely confused at what this class does and how it should be used.
* **“Item” class:**
  + There exists a privacy leak. The method “getAllowableActions” should return a copy of the protected attribute “allowableActions”, and the class should have separate getter and setter methods that can be used to modify this. This would prevent potential hackers from being able to make unwanted changes to the game.
  + Furniture and Inventory items should exist as separate extensions to the Item class rather than be created via methods within the Item class. This would make it clearer for users of the system.
* **“GameMap” class:**
  + The class should contain a method that can be used in order to remove an item from the map. At the moment, once an item is on the map, it will remain there until it is picked up by the Player. We should be able to remove redundant items from the map that no longer needs to be interacted with (e.g. the Rocket Body and Rocket Engine after the Rocket has been created).
* **“Skills” class and “Skilled” interface:**
  + These seem to be unnecessary for the system and should be removed.
* **“Weapon” interface:**
  + In the current system, this interface is only used in the class WeaponItem and may cause confusion for the user. It should therefore be removed entirely.