Using Solid

1. I incorporate the single responsibility very well in my inventory class. Most method did one job of adding a certain item into its own list as well as having methods to remove each item.
2. In all honesty, I thought I used SOLID pretty well until having the lecture of unit testing. I realize that I had not use SOLID as well as I thought I did because of having the method do more than one thing to get the desired result. However, I did apply the “OPEN” concept with my user inputs and not just hard coding the values into the game.