Req 3:
The classes introduced in requirement 3 describe the special actions within the game including consuming a Flask of Crimson Tears and resting at the Site of Lost Grace. It also implements how resetting the game will function.

The FlaskOfCrimsonTears and SiteOfLostGrace class is introduced as a means to have those items within the game, whereas the ConsumeAction and RestAction classes are introduced to be able to perform certain actions, as they inherit from the Action abstract class. These classes are only introduced to perform special actions that may not appear elsewhere in the game, and can provide further uses if newer classes that also use those actions are added to the game. This follows the Single Responsibility Principle.

Resetting the game changes the states of the Player, Enemy and Runes classes. By using the resettable interface given, we are able to add these classes to the ResetManager class using the Liskov Substitution principle, as they are all different base classes but inherit from the same interface. This is also an application of the Dependency inversion principle since if we decide to change how the mechanics of resetting works in the game, it will not affect any of the classes that implement the interface.