**Recommendations for change to the game engine**

1.Add the method ‘**public Boolean containsItem (Item)**’ in the location class

**Reason:** The current location class contain a method “getItems” which return a list of items in a location instance. Whenever the program needs to check if there is a specific item in a location, the program needs to call the get item method write code to loop through the returned item list. This will lead to unnecessarily repetition of code.

Adding this method could help to simplify the code as the program only needs to call this method to check if a specific item is in the location.