For requirement 1, I decided to make the Crater, Waterfall, and Tree classes all abstract and extend them to Lava, Puddle and Hay classes respectfully in order to make use of the inheritance concept. I also decided to add a class Pokémon in order to have a parent class for all Pokémon as they will all have similar functions. Through using these abstract classes, instead of writing similar code for each class, we can use the code within the abstract class and utilise those methods in the others. This ensures that code isn’t repeated and is easier to maintain. The crater, waterfall and tree classes are similarly extended from the ground abstract class as they all have similar functionalities and although they share the same parent class, they still maintain different characteristics thus adhering to the Single Responsibility Principle (SRP) and the use of extending from abstract classes also ensures that the Open-Closed principle isn’t violated by improving maintainability and extensivity.