REQ4

```
:SuperMushroomAction          superMushroom: SuperMushroom          <<abstract>>
                                                                        Actor
```

execute(actor, map) →

run(actor, map) →

increaseMaxHp(50) →

addCapability(Status.SUPER_MARIO) →

addCapability(Status.INVISIBLE) →

addCapability(JUMP_FREELY) →

isActive = true

menuDescription(actor) →

← description: String

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Note:
hasCapability(Status.SUPER_MARIO)
gets remove outside when got
hit by enemy

Item can still be inventory.
SuperMushroomAction should no
longer be returned in getAllowableAction

tick(location, actor) →

hasCapability(Status.SUPER_MARIO) →

← hasStatus: boolean

opt [hasStatus == false]

removeCapability(Status.INVINSIBLE) →

removeCapability(JUMP_FREELY) →

removeItemFromInventory(superMushroom) →