Design Rationale req4

1 action for 1 consumable item. When player picks up SuperMushroom, player has an option to consume it. When player consumes SuperMushroom, SuperMushroomAction runs and buffs the player. There is 1 action for 1 consumable item to give unique buff.

When execute method in action class runs, it calls run method of its item class. Since the item class can count the number of world cycle (tick), it can have counter for buff duration. After 10 cycles, PowerStar class can remove buffs that was added.

getAllowableActions inside consumable item class returns action class that can be performed. For example, in SuperMushroom, getAllowableActions method returns SuperMushroomActions. When the buff is active, getAllowableActions returns no action. By doing this, item that was consumed does not appear in allowable actions even though the item is still in inventory.