Engine Recommendations dot points

Pros?:

Changes to be made:

* There should be a method in GameMap that allows us to efficiently and safely retrieve all actors that are currently on the map as a collection that we can use, currently we have to traverse the map and manually do this, which is inefficient. (unless there all ready is – not sure) (I looked for one and if there is, I didn’t find it. I think we’re safe saying there isn’t one – PM)
* The Menu class should have multiple constructors, allowing for a variety of inputs and user choices not limited only to the Action class. If sub-menus are being used, not every choice needs to result in an action.
* More interfaces could be created – for example, a Menu interface could allow the user to resolve the problem listed above to their own specifications. Location and Weapon interfaces could also be useful. As well as allowing the user to customise the engine more easily, this could also introduce better adherence to the Dependency Inversion Principle.
* Item allowableActions can be used by an actor even if they haven’t picked the item up – they just need to be standing in the same space. While this works for some features, there should be another similar property that lets an Actor use an item’s associated action only if they are holding it.