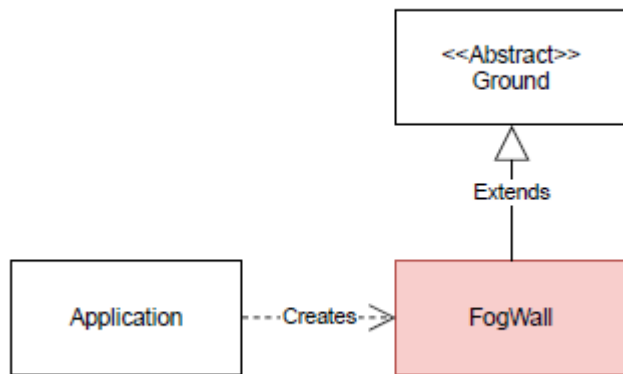


Design Rationale for fogwall class



Fogwall has been made to extend from the ground class instead of others because the ground class has methods that allow certain actors to pass through it, additionally it has `getAllowableActions()` which allows it to give the actor access to certain actions such as the fogwall traversal action. Additionally fog wall does not need to be removed from the map once it has been created so it is suitable as a ground class object.