**Design Rationale for Requirement 6: Monologue**

**Explanation of system:**

Mario will have access to a Speak action whenever he is near Toad. The Toad class will use this speak action to determine which line to output to the console.

**Choice:**

**Adding a SpeakAction action.**

We need an action that allows Mario to speak to Toad who is another actor. This means that we can easily implement an action that allows two actors to speak to eachother.

We add this SpeakAction to Toad’s allowableactions as this allows it to appear in the console whenever mario is nearby Toad.

We have also checked every condition which determines different voice lines by toad. We have checked Mario’s inventory for a wrench and a power star and give the console a chance to output the relevant lines based on what is in Mario’s inventory.