## Overview

Animals are easily found but hard to take anywhere. This addon attempts to fix the problem by allowing the player to grab an animal using the tucker bag and transport it to another place. When the desired location is reached the user just releases the animal from the tucker bag and it will appear.

The idea of carrying an animal this way was inspired by the folk song “Waltzing Matilda”, where the swagman stuffed the jumbuck into his tucker bag in order to steal it.

The tucker bag will be made out of the currently unused Burlap cloth.

## Recipes

Tucker Bag

1. 2 x Burlap Cloth + 4 x jute fibre = Tucker Bag

## Process

1. Create burlap cloth from jute fibre using the loom.
2. Create tucker bag with burlap cloth and jute fibre.
3. Pick up animal with tucker bag.
4. Move to new location.
5. Release animal from tucker bag.

## Notes

1. The maximum stack size of empty tucker bags is 1.
2. The tucker bag will have a maximum number of uses. Each time the bag is emptied, the bags damage will increase. When the max damage has occurred, the bag will be destroyed.
3. Tucker bags are not stackable.
4. When a tucker bag is filled with an animal, it becomes too heavy to carry in the inventory and must be placed on the players back (overburdened).
5. To fill a tucker bag the player left-clicks an animal with the tucker bag equipped in hand.
6. To release the animal from the tucker bag the player just right-clicks a full tucker bag.
7. When the animal is released, ALL attibutes about that animal must be restored to a new EntityAnimal object. What goes in must come out exactly the same!
8. Only one full tucker bag can be carried at any one time (on the players back; otherwise overburdened).
9. Empty tucker bags can be placed into any inventory (chests, vessels etc).
10. Full tucker bags **cannot** be placed into any inventory (chest, vessels etc).
11. Only passive animals can be picked up.
12. A list of EntityAnimal objects will be stored, allowing other mods to add to the bags acceptable list.
13. Cannot pick up a leashed animal or animal with name tag, stops theft.
14. Animals will be released one block in front of the player.
15. Must show the type of animal in the tucker bag tooltip, when full.
16. Need to use a language resource file.
17. Tucker Bag must implement IEquipable.

## In Game Objects

1. ITuckerBag – BH: Done
2. ItemTuckerBag – BH: Done
3. RenderTuckerBag – BH: Done
4. ModelTuckerBag – BH: Done
5. Empty TuckerBag image – BH: Done
6. Full TuckerBag image – BH: Done
7. Model render image for Players back – BH: Done

## Mod Creation Workflow

1. Create Tucker Bag Manager
2. Create Tucker Bag Item
3. Create Tucker Bag Recipe