**Problem Statement: Minecraft Resource Collection Tracker**

Create a Java program to help a Minecraft player track the quantities and values of different resources they collect. The system should:

1. Accept the following case-sensitive resources with their corresponding values:
   * "Wood": 1.5
   * "Stone": 2.0
   * "Iron": 5.0
   * "Gold": 10.0
   * "Diamond": 20.0
2. Continuously prompt the player to enter the type of resource and the quantity collected.
3. If the entered resource type is "None" (case-sensitive), skip to the next iteration without adding to the collection (using continue).
4. If the entered resource type is "Exit" (case-sensitive), break out of the loop and stop the resource tracking process (using break).
5. Use a switch statement to handle different resource types.
6. Display the current total quantities of all resource types after each valid entry.
7. After exiting the loop, display:  
   a. The final quantities of each resource type.  
   b. The total value of each resource type (quantity \* value) as a double.  
   c. The grand total value of all resources combined as a double.
8. Handle invalid inputs appropriately (e.g., invalid resource types or non-numeric quantities).
9. Use appropriate data types, including double for resource values and total calculations.

**Sample Input 1:**

Enter resource type (Wood, Stone, Iron, Gold, Diamond): Wood    
Enter quantity collected: 10    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Stone    
Enter quantity collected: 5    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): None    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Iron    
Enter quantity collected: 3    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Gold    
Enter quantity collected: 2    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Diamond    
Enter quantity collected: 1    
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Exit

**Sample Output 1:**

Current Totals:  
Wood: 10  
Stone: 0  
Iron: 0  
Gold: 0  
Diamond: 0  
  
Current Totals:  
Wood: 10  
Stone: 5  
Iron: 0  
Gold: 0  
Diamond: 0  
  
Current Totals:  
Wood: 10  
Stone: 5  
Iron: 3  
Gold: 0  
Diamond: 0  
  
Current Totals:  
Wood: 10  
Stone: 5  
Iron: 3  
Gold: 2  
Diamond: 0  
  
Current Totals:  
Wood: 10  
Stone: 5  
Iron: 3  
Gold: 2  
Diamond: 1  
  
Final Totals:  
Wood - Quantity: 10 | Total Value: 15.00    
Stone - Quantity: 5 | Total Value: 10.00    
Iron - Quantity: 3 | Total Value: 15.00    
Gold - Quantity: 2 | Total Value: 20.00    
Diamond - Quantity: 1 | Total Value: 20.00    
  
Grand Total Value of All Resources Collected: \*\*80.00\*\*

**Sample Input 2 (With Invalid Inputs and "None"):**

Enter resource type (Wood, Stone, Iron, Gold, Diamond): Wood    
Enter quantity collected: abc    
  
Invalid input. Please enter a valid number.  
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Wood    
Enter quantity collected: -5    
  
Invalid input. Quantity cannot be negative.  
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): None    
  
Skipping this entry...  
  
Enter resource type (Wood, Stone, Iron, Gold, Diamond): Exit

**Sample Output 2:**

Invalid input. Please enter a valid number.  
  
Invalid input. Quantity cannot be negative.  
  
Skipping this entry...  
  
Final Totals:  
Wood - Quantity: 0 | Total Value: 0.00    
Stone - Quantity: 0 | Total Value: 0.00    
Iron - Quantity: 0 | Total Value: 0.00    
Gold - Quantity: 0 | Total Value: 0.00    
Diamond - Quantity: 0 | Total Value: 0.00    
  
Grand Total Value of All Resources Collected: \*\*0.00\*\*