The main topic is about searching the content in the game called Stardew Vally. It will include three subpackages: **Animals, Plants**, and **Recipes**. The **Animals** subpackage defines a class, includes two attributes name and growth and two child class product and subproduct that contains the price and production duration. The **Plants** subpackage defines a class, includes four attributes: name, duration, season, and price. It also contains a child class of product that includes the price of the product. The **Recipes** subpackage import the other two modules first and defines a dictionary that contains all the recipe’s names and the ingredients. Then defines two functions asking for the user’s input. The first one asks for the recipe’s name, show the required ingredients, and then ask the user whether need more information about the ingredients. The second asks for the user’s ingredients one by one and provide the name of the recipe if found.

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