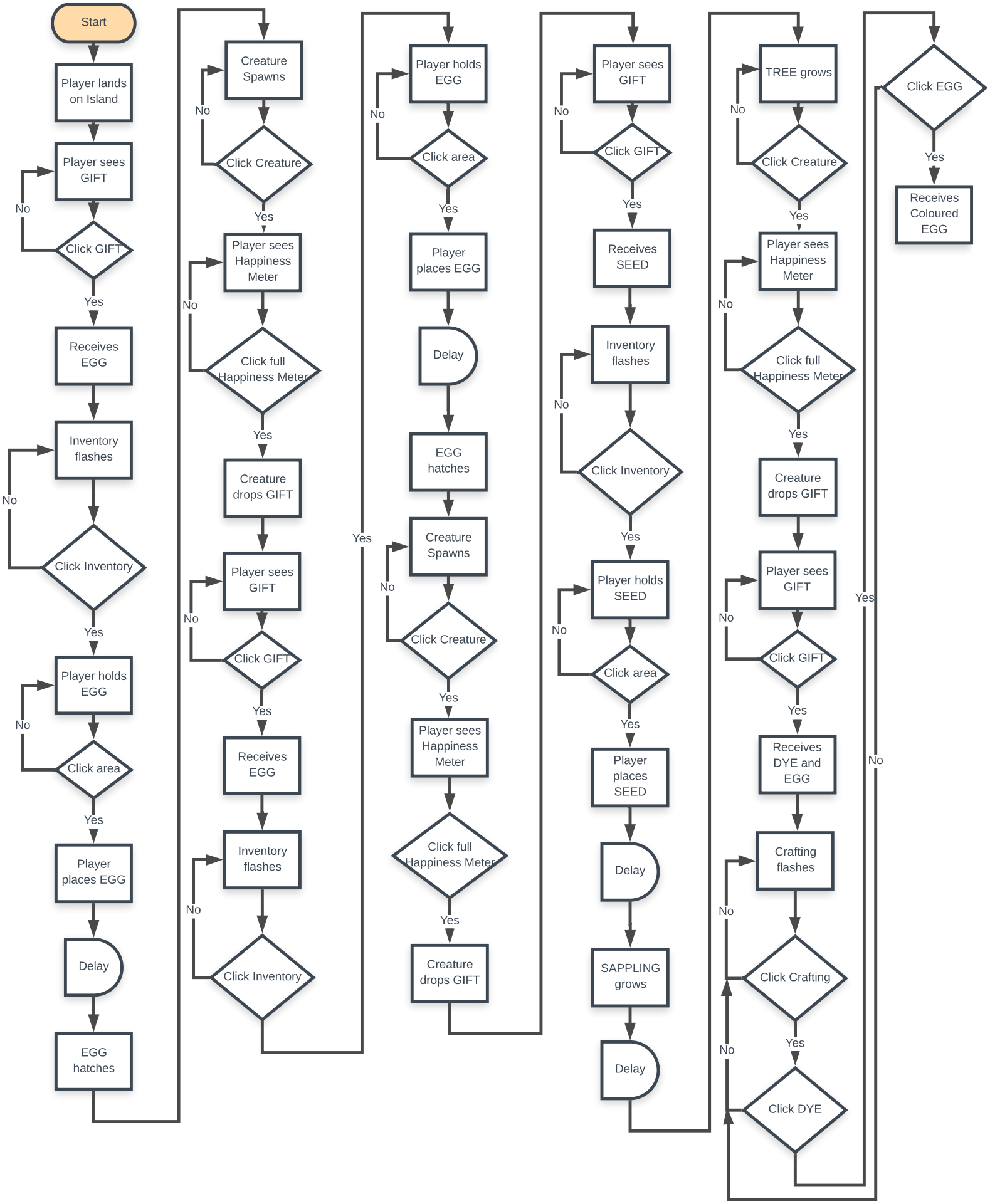
Start
Player lands on Island
Player sees GIFT
No
Click GIFT
Yes
Receives EGG
Inventory flashes
No
Click Inventory
Yes
Player holds EGG
No
Click area
Yes
Player places EGG
Delay
EGG hatches
Creature Spawns
No
Click Creature
Yes
Player sees Happiness Meter
No
Click full Happiness Meter
Yes
Creature drops GIFT
Player sees GIFT
No
Click GIFT
Yes
Receives EGG
Inventory flashes
No
Click Inventory
Yes
Player holds EGG
No
Click area
Yes
Player places EGG
Delay
EGG hatches
Creature Spawns
No
Click Creature
Yes
Player sees Happiness Meter
Click full Happiness Meter
Yes
Creature drops GIFT
Player sees GIFT
No
Click GIFT
Yes
Receives SEED
Inventory flashes
No
Click Inventory
Yes
Player holds SEED
No
Click area
Yes
Player places SEED
Delay
SAPPLING grows
Delay
TREE grows
No
Click Creature
Yes
Player sees Happiness Meter
No
Click full Happiness Meter
Yes
Creature drops GIFT
Player sees GIFT
No
Click GIFT
Yes
Receives DYE and EGG
Crafting flashes
No
Click Crafting
Yes
Click DYE
No
Click EGG
Yes
Receives Coloured EGG
No