



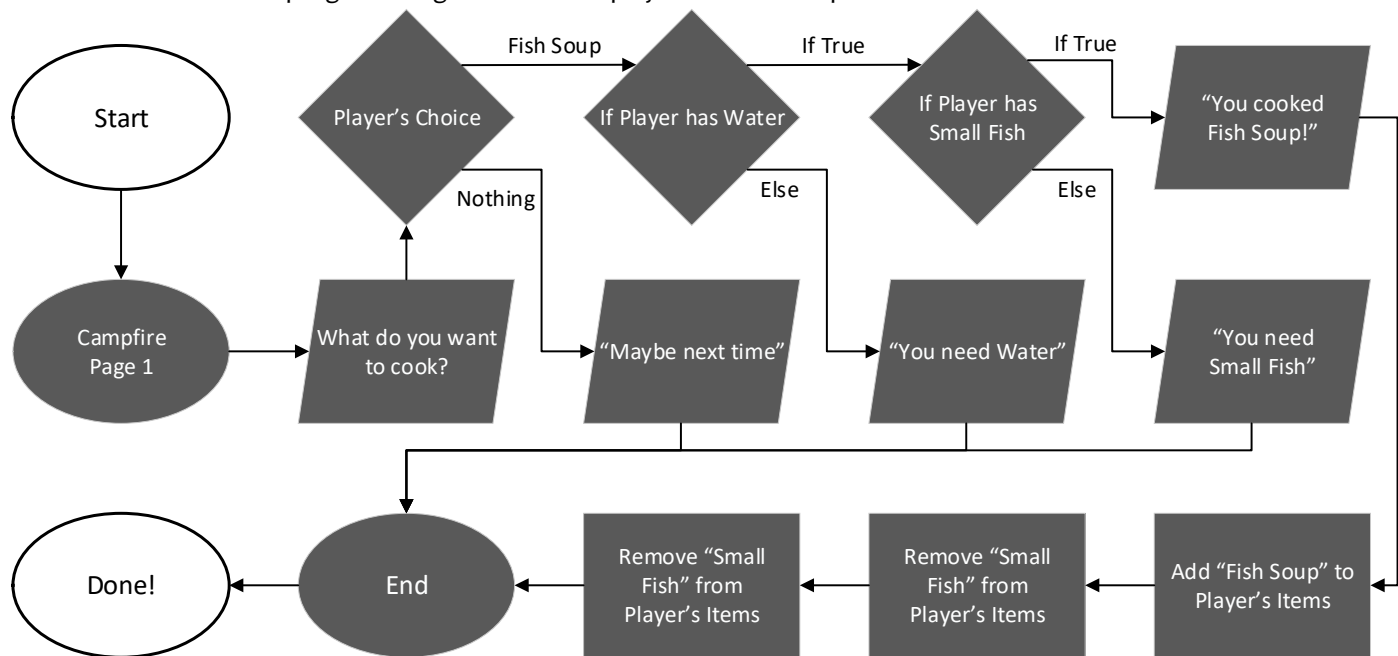
## Cooking / Crafting [Items, Branches] Requires “Well” and “Fishing Spot”

Make a campfire that can be used to cook Fish Soup using Water and a Small Fish. After this challenge, you can create lots of recipes and add them to your game using the same concepts.

Start by creating a Fish Soup item in the database. This soup will heal a party member if they “eat” it, and should heal more than a Small Fish by itself. Then create a fire event over top of a campfire tile.

Create: Item					Create: Map Event			
	Name	Fish Soup	Type	Regular Item		Name	Campfire	Options
211	Consum. Occasion	Yes Always	Scope Effect	1 Ally Recover 50 HP	Priority Trigger	Same As Player	Action Button	Stepping Direction Fix

Follow this flow chart to program the game to let the player cook the soup:



There are two types of Decision Steps here. One is a “Show Choices”, with the option for many outputs. The other two are a normal “Conditional Branch”, each with an “Else Branch”.

You may want to experiment with adding fire animations over the Campfire when the player can successfully cook something. You can do this on your own, though. I won't tell you how it's done.



**Testing:** When you use the Action Button on the Campfire, does it ask the player what they want to make? If you choose Fish Soup without Water and/or Small Fish, will it fail? Does cooking Fish Soup add 1 Fish Soup to your inventory, and remove 1 Small Fish and 1 Water from your inventory?