```mermaid
flowchart TD
    Start((Start)) --> Condition{If the inventory contains wood (2)}
    Condition -->|False| InsufficientResources[Print "Insufficient resources to craft Wooden Planks." to the console]
    Condition -->|True| RemoveWood[Remove wood (2) from the inventory]
    RemoveWood --> AddPlank[Add a wooden plank to the inventory]
    AddPlank --> Crafted[Print "Crafted Wooden Planks." to the console]
```

Start

If the inventory contains wood (2)

- **False** → Print "Insufficient resources to craft Wooden Planks." to the console
- **True** → Remove wood (2) from the inventory → Add a wooden plank to the inventory → Print "Crafted Wooden Planks." to the console