void craftStick()

Java

```java
public static void craftStick() {
    if (inventoryContains(WOOD)) {
        removeItemsFromInventory(WOOD, 1);
        addCraftedItem(CRAFTED_STICK);
        System.out.println("Crafted Stick.");
    } else {
        System.out.println("Insufficient resources to craft Stick.");
    }
}
```

Pseudocode

```
BEGIN

IF `<list> inventory` contains wood
    Remove 1 wood from `<list> inventory`;
    Add the crafted item 1 stick to `<list> inventory`;
    PRINT INFO "Crafted Stick.\n";
ELSE
    PRINT WARNING "Insufficient resources to craft Stick.\n";

END
```

Flowchart

Start

Check if the inventory contains wood (1)

Remove wood (1) from the inventory

Print "Insufficient resources to craft Stick." to the console

Add a stick to the inventory

Print "Crafted Stick." to the console