craftWoodenPlanks method

pseudocode:

if inventoryContains(wood,2) is true

call removeItemsFromInventory(WOOD, 2)

call addCraftedItem(CRAFTED\_WOODEN\_PLANKS);

print Crafted Wooden Planks.

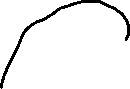
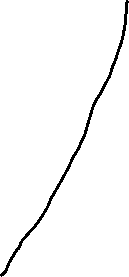
Else

Print Insufficient resources to craft Wooden Planks.

flowchart:

false

true



Print Insufficient resources to craft Wooden Planks.

print Crafted Wooden Planks.

call addCraftedItem(CRAFTED\_WOODEN\_PLANKS);

call removeItemsFromInventory(WOOD, 2)

inventoryContains(wood,2) is true