

~~Do recipe~~

Do recipe click  
if item → Make recipe  
if struct → Start Build placement Mode

Make recipe  
push event: make recipe  
push action: buffered action (class)

~~Start Build placement Mode~~

Buffer build  
remove ingredients

Buffered action . do.  
self.action fn(self)

Action  
Builder . do build

Do build.  
Remove ingredients  
push event: build item

Remove ingredients  
push event consume ingredients