This documentation file is dedicated to helping any user understand how to implement his or her own potions.

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Potion objects are differentiated with a line of five dashes.

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The **first line** of the potion object is the name of the potion. This is what will be displayed in the top left and in the crafting recipes. Spaces are acceptable.

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The **second line** of the potion object is the crafting recipe of the potion. The order in which the potions are used does not matter. Provided the number of each element matches, the element can be crafted.

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The **third line** of the potion object is the name of the sprite which will be used upon explosion. This will be the only piece of information you need to provide. *Add the sprite* into the "Resources" folder. It should spawn when the potion explodes.

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The **fourth line** of the potion object is the maximum size of the explosion. The explosion will expand until it reaches that point and will decay again after a few seconds.

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The **fifth line** of the potion object is how long (in milliseconds) the potion takes before it explodes.

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The **sixth line** of the potion object is how much damage a normal explosion will cause to any enemies in that range.

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The **seventh line** of the potion object is what kind of effect the item will have. (Poison, Damage, Heal, etc.)