* Need a deeper planning structure
* What does each NPC do? What do they sell? What quests do they give
* Can repeat NPC Quests Infinitely right now, reward is always the same, a useless recipe.
  + Potentially just remove the give item button on quest complete, only make it available when quest is active. If an item is wrong, communicate to the player that the item is not valid.
  + Include a journal to keep track of quests for player
  + Remove infinite looping from given quests, hard code linear questline
    - What NPC gives the quest, what are conditions of each quest, what reward does that quest give