INCLUDE InteractBase\_Ink.ink

VAR CHARACTER\_NAME = "Bob"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Hello there.

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: I wish I could have some {QUEST\_ITEM}.

{CHARACTER\_NAME}: Here's what I know about the recipe.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: I really like this {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: What can I do for you?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: I really wanted this! Thanks!

{CHARACTER\_NAME}: Please take this {QUEST\_REWARD} recipe as a reward.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Have a nice day!

-> EndFunction