# Another Idea

1. Adjacency list: Accumulate ingredients that can become an end node food item if it is a valid combination, can continue to add ingredients to make different variations
   1. Question: For intermediate food combinations like sauces, would they be valid to end food items? How would it be represented if the sauce is made last or first for a spaghetti dish or something?

# Using Food Data

1. Inventory
2. Cooking appliance
3. NPC, shop

# Ingredient Structure

1. Default state
2. Ingredient change
   1. Difficulty level on this appliance
   2. Appliance used
      1. If this appliance has a variable quality range, give an optimal range
   3. Ingredient it becomes
      1. Becomes different ingredient

# Recipe Structure

1. List of a possible collection of raw ingredients

# Cooked Food Item

1. Exclusively put together at a plate
2. Put raw ingredients together
3. If a valid combination of raw ingredients is put together the plate is emptied and the player receives the cooked item

# Appliances

1. Stove(Pot)
2. Stove(Pan)e
3. Cutting Board
4. Oven
5. Blender
6. Mixer
7. Plate

# Quality System

1. Ingredients have the inherent quality of 1 or 2
2. Changing an ingredient to a different ingredient with an appliance maintains the quality if it is done well and sets it to 0 if it isn’t done well
3. 0 Quality ingredients can’t be increased again
4. The final score is the sum of the ingredients \* 2 (highest quality done well on all items)
   1. Percentage of total points gives value. 50% of quality points is base value, 0% is 0% value, 100% is 200% value.