Simmer Design Document: NPC System

### Key:

* *Ingredient* : raw ingredients, intermediate items (ex. Cake batter), finished cake
* *Ingredient Knowledge* : tied to recipe book to allow visualization of recipe to player

# Interaction

1. Open dialogue
   1. If first interaction
      1. Asks for completed *ingredient*
   2. If not
      1. Remind about *ingredient*
2. NPC asks question
3. Player responds
   1. *Access Store*
   2. *Give Item to NPC*
   3. *Leave*
4. End dialogue

# Store

* *Access Store*
* Allows for selling items
  + *Ingredient*
* Allows for purchasing *ingredients*
  + Only able to purchase *ingredients* if space in inventory is free

# Quest

* *Give Item to NPC*
  + Item checked
  + Item validated:

**Correct:**

* + - NPC responds
    - NPC reward -> give new *ingredient knowledge*
    - Item deleted

**Fail:**

* NPC responds
* Item deleted

# Design Challenges

* Quest progression: Do characters maintain quest lines? As in, does finishing a requested dish open up the request for a new dish?