ToadWater Project

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In this project, we attempted to create a script that will infinitely farm using a script that can autonomously run using a one-person farming code.

At the beginning of the project, however, at the beginning of our script uses a program we call ToadWater Accelerator. This part of the program will teach you how to set up the code, assign variables to your items located in your inventory. This way, all of the input from the mouse and keyboard can be uniform, without forcing the user to have mandatory switchups in Inventory location and the location of Inventories without said items, much less having to change the location of the click function.

Our farm is set up in a two by two grid. Balsam Firs, our main trees used for farming, are set up on the top-one from chopping, . At the bottom left corner lies a single outhouse, with one tree to the right used for food. The rest of the grid-the remaining bottom tiles and the entirety of the complete right side of the grid is used for farming.

The code is designed to first clear the field of any and all obstacles (seeds must be in the inventory in order to proceed). After the trees are grown, the code will check the number of outhouse materials, and harvest some of the trees if needed, replacing the trees in the process. The outhouse will be the main source of fertilizer. As the poo is collected, soil is fertilized, and stuff happens.