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, our script uses a program very similar to a set-up wizard. This part of the program will teach you how to set up the code, and assign variables to the 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 switch-ups with regards to inventory location and the location of inventories, as would occur without said items. Additionally, it allows for uniformity and prevents the user from finding it necessary to switch the location of the click function as a result of different inventory formats.

Upon start-up of the Toadwater Accelerator, the script completes an auto-calibration in order to detect the width of the dock bar, thus successfully compensating for scaling differences.

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 half, with one utilized for materials and the other for production of food. At the bottom left corner lies a single outhouse, with the tile to the right appropriated for fertilizer.

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 allows for crop productivity. While all of this is occurring, the script accounts for awareness of the player’s health meter, which is accomplished by means of color detection.