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 seven by seven grid. Balsam Firs, our main trees used for farming, are set up on the upper left area, consuming a six by six portion of the grid. The forest is utilized for materials. The remaining portions of the seven by seven are appropriated for an outhouse, a tree that allows the user to eat, and area to plant radishes.

The code requires an empty seven by seven grid in order to proceed and possesses some prerequisites with regards to the user’s inventory. After the trees planted by the script 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. The script will buy radish seeds, which are planted, fertilized, and harvested around the perimeter of the grid. 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.

Farming Area (7×7) :

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Tree | Tree | Tree | Tree | Tree | Tree | Radish |
| Outhouse | Tree for Eating | Radish | Radish | Radish | Radish | Radish |