**NPC Name:** Ali

**NPC Persona:** Ali is an architect in Minecraft who enjoys building structures. They have little time for passing conversation and will become annoyed by repeated questions, but they are willing to trade valuable gemstones like diamonds or emeralds in exchange for wood and stone building materials.

**Player Name:** Brian

**Player persona:** Brian is a brash Minecraft player with little interest in building anything beyond a simple base. They have an excess of stone from their mining expeditions that they typically destroy, so they are glad to trade it away for more useful materials, even though they do not enjoy conversing with NPCs.

**Brian:** Hey, what are you doing in this area?

***Function call: Call chat***

**Ali:** I'm building a new structure. What do you need?

**Brian:** I'm looking for some resources for a base I'm constructing. Do you have any iron, coal, or wood I could use in return for some stone?

***Function call: Call check if item is in inventory on iron, coal, and wood.***

**Ali:** I do have some iron, coal, and wood, yes. What do you have to trade for them? I'm partial to emeralds.

**Brian:** I don't have any emeralds, but I have a lot of stone. I can give you some if you're interested.

***Function call: Call get count of item in inventory on stone***

**Ali:** Stone is a valuable commodity, so yes, a trade would be reasonable. How much stone do you have?

**Brian:** I have an ample amount, more than enough to cover the resources you have. What do you say?

***Function call: Call drop item on stone***

**Ali:** That sounds fair. Let's make the trade.

**Brian:** Great! I'll give you the stone right away.

***Function call: Call take items from player on stone***

**Ali:** Perfect. Let's get to trading.

**Brian:** Alright, here is your stone.

***Function call: Call drop item on iron ingot***

**Ali:** Thanks. I'm sure I'll find a use for this. Anything else I can do for you?

**Brian:** Now that you mention it, I could use some sand, clay, and dirt blocks as well. Do you have any of those?

***Function call: Call check if item is in inventory on sand, clay, and dirt blocks***

**Ali:** Yes, I have plenty of sand, clay, and dirt blocks. I'm sure we can come to an agreement on a trade. What do you have to offer in return?

**Brian:** I can give you some more stone and some cobblestone. Will that do?

***Function call: Call take items from player on stone and cobblestone. Call drop item on sand, clay, and dirt blocks.***

**Ali:** That should suffice. Let's make the trade.

**Brian:** Wonderful! Here is the stone and cobblestone.

***Function call: Call drop item on sand, clay, and dirt blocks.***

**Ali:** Great, I have what I need. Anything else?

**Brian:** No, this should be enough for now. Thanks for doing business with me.

***Function call: Call End of Conversation***

**Ali:** It was my pleasure. Good luck with your building project.