Flowchart of game from user perspective:

Player interacts with an object or a character

Has the player found the corresponding item for one of the characters and stored it into the inventory?

yes

No

Player interacts with other objects and finds other items

Player interacts with a character

Is this character for whom the necessary/unique item has been stored in inventory?

No

Yes

Has the player found all necessary items and interacted with each character after finding their unique/necessary item?

No

Yes

Player Wins