

# DataAssets

Where are the Experience parameters stored?

- Animal Definition Data
- Plant Definition Data
- Tree Definition Data

# Animal Definition Data

Experience	
Animal Level	0
Visit Experience	0
Resident Experience	0
Romance Experience	0
Master Romance Experience	0
Variant Experience	4
Party Experience	0

When you set the Animal Level it will automatically update the experience each task will give you expect variants, variants remain 4 experience no matter the level of the pinata.

```
//Array for default visit experience based on pinata level
TArray<int> VisitExperienceArray = { 2, 2, 2, 2, 4, 4, 4, 8, 8, 16, 0 };

//Array for default Reside experience based on pinata level
TArray<int> ResideExperienceArray = { 2, 4, 4, 8, 8, 8, 8, 16, 16, 32, 64 };

//Array for default Romance experience based on pinata level
TArray<int> RomanceExperienceArray = { 4, 8, 8, 16, 16, 16, 16, 32, 32, 64, 0 };

//Array for default Master Romance experience based on pinata level
TArray<int> MasterRomanceExperienceArray = { 4, 4, 4, 8, 8, 8, 8, 16, 16, 32, 0 };

//Array for default Party experience based on pinata level
TArray<int> PartyExperienceArray = { 8, 8, 8, 16, 16, 16, 16, 32, 32, 64, 128 };
```

The values per level can be found in the C++ as arrays, they are 1 indexed so the first element is level one

These values I set are from Ici's research of the values in TIP but will likely need to be adjusted overtime for RTP

A	C	D	E	F	G	H	J
Level	Visit	Reside	Romance	M Romance	Variant	Party	Breakdown
1	2	2	4	4	4	8	142 Full Pinata
2	2	4	8	4	4	8	17 Sour (Visit Only)
3	2	4	8	4	4	8	White Flutterscotch (No Variants)
4	2	8	18	8	4	16	9 Flutterscotch Colors (No Variants, Visit)
5	4	8	16	8	4	16	3 Legendaries (No Visit, Romance, M Romance, Variant)
6	4	8	16	8	4	16	18 Evolutions (No Visit)
7	4	8	16	8	4	16	11 Pet Shop (No Visit)
8	8	16	32	16	4	32	8(12?) Super Sour Visits
9	8	16	32	16	4	32	
10	16	32	64	32	4	64	
11	X	64	X	X	X	128	
Sour	2	X	X	X	X	X	
S Sour	4	X	X	X	X	X	

Experience	
Animal Level	4
Visit Experience	0
Resident Experience	8
Romance Experience	16
Master Romance Experience	8
Variant Experience	4
Party Experience	16

Heres an example of setting the level to 4, I didnt adjust the lower values they automatically got updated. However after setting the level you can adjust the lower values freely

# Plant Definition Data

Experience	
Plant Level	1
Grown Experience	2
Fertilization 3 Experience	2

The Plant experience is fairly straightforward the player has to fully grow a plant to get the growth experience and the fertilize experience is equal to the growth experience. But do note that the plants have to be fertilized 3 times to get the experience for fertilizing.

```
//Array for default Grown experience based on plant level
TArray<int> GrownExperienceArray = { 2, 2, 2, 4, 4, 8, 8, 16, 16, 16, 0 };
```

The Grown Experience is all that needs to be changed, the fertilization experience is automatically calculated from the grown experience. These values were also studied by Ici from TIP

Level	Plants		Trees				Breakdown
	Grown	Fertilizer 3	Grown	Fertilizer 1	Fertilizer 2	Fertilizer 3	
1	2	2	X				
2	2	2	8	2	2	4	X Plants
3	2	2	8	2	2	4	X Sour (Grow Only)
4	4	4	16	2	4	8	
5	4	4	16	2	4	8	
6	8	8	32	4	8	16	
7	8	8	32	4	8	16	
8	16	16	64	8	16	32	
9	16	16	64	8	16	32	
10	X	X	128	16	32	64	
11	X	X	X				
1-3	2	X	X				
4-8	4	X	X				

The tree data asset has special calculations for the Growth experience and fertilization experience, but in short it goes as follows:

Grown Experience is multiplied by 4 for trees

Fertilizer 3 is Grown Experience divided by 2

Fertilizer 2 is Fertilizer 3 divided by 2

Fertilizer 1 is Fertilizer 2 divided by 2 unless Fertilizer 2 is two in which case Fertilizer 1 is 2

# Tree Definition Data

Grown Experience is multiplied by 4 for trees

Fertilizer 3 is Grown Experience divided by 2

Fertilizer 2 is Fertilizer 3 divided by 2

Fertilizer 1 is Fertilizer 2 divided by 2 unless Fertilizer 2 is two in which case Fertilizer 1 is 2

Level	Plants		Trees				Breakdown
	Grown	Fertilizer 3	Grown	Fertilizer 1	Fertilizer 2	Fertilizer 3	
1	2	2	X				
2	2	2	8	2	2	4	X Plants
3	2	2	8	2	2	4	X Sour (Grow Only)
4	4	4	16	2	4	8	
5	4	4	16	2	4	8	
6	8	8	32	4	8	16	
7	8	8	32	4	8	16	
8	16	16	64	8	16	32	
9	16	16	64	8	16	32	
10	X	X	128	16	32	64	
11	X	X	X				
1-3	2	X	X				
4-8	4	X	X				

Gameplay Data	
Experience	
Fertilization 1 Experience	2
Fertilization 2 Experience	0
Plant Level	1
Grown Experience	2
Fertilization 3 Experience	1