Plant Definition Data

Experience	
Plant Level	1
Grown Experience	2
Fertilization 3Experience	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.

```cpp
//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 where also studied by Ici from TIP

	Plants		Trees				Breakdown
Level	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