

Survivor Power: Mastering Harvesting and Crafting in Doompocalypse

Survivor Power measures a player's overall proficiency in non-combat activities, reflecting their ability to acquire and utilize scarce resources in the post-apocalyptic world of Doompocalypse. It is a cumulative score derived from the player's individual levels in each crafting skill, directly impacting their access to resources, crafting recipes, and overall survival potential.

Crafting Skills and Progression:

Each crafting skill has its own independent level progression, unlocking access to new resources, crafting recipes, and tools as the player improves.

- **Farming:** Focuses on cultivating crops and gathering raw food items.
 - Level 1: Water collection for crops.
 - Level 10: Wheat harvesting.
 - Further levels unlock more advanced crops (e.g., corn, potatoes) and resources (e.g., milk, honey).
- **Fishing:** Centers around catching fish and recovering valuable items from the water.
 - Level 1: Catfish.
 - Level 10: Catfish (Improved Catch Rate).
 - Level 20: Shrimp.
 - Level 30: Tuna.
 - Level 40: Crab.
 - Level 50: Lobster.
 - Level 100: Shipwrecked Items (rare and valuable).
- **Cooking:** Transforms raw ingredients into consumable food and medicinal items. Requires access to farmed resources and water.
 - Requires sufficient Farming skill to obtain necessary ingredients like wheat (for bread).
 - Produces items like Dried Fruit, Bread, Cheese, and Pain Medicine.
- **Iron-Weaving:** Crafting of clothing, weapons, and accessories from mined resources (iron, steel) and other materials like animal hides.
 - Produces items like Helmets and Combat Vests, with higher-level recipes requiring rarer resources and greater skill.
- **Engineering:** Focuses on the creation and repair of machinery.
 - Produces and repairs items like UAVs and Vehicles.
- **Mining:** Extraction of raw materials needed for Iron-Weaving and Engineering.
 - Yields resources like Iron and Steel.

Resource Relationships and Crafting Flow:

Crafting skills are interconnected. For example, a farmer must reach a certain level to harvest wheat, which can then be used by a cook to create bread. This creates a dynamic resource flow where players may need to collaborate or specialize to obtain certain items.

Tool Requirements and Acquisition:

Specific tools are required for most activities, particularly fishing and mining. These tools are often tiered, with higher-level tools necessary to harvest higher-level resources. Tools can be acquired through:

- **Crafting:** Players with sufficient skill in the relevant crafting profession can create their own tools.
- **Purchasing:** Tools can be bought from vendors or other players.
- **Trading:** Players can exchange resources and items, including tools.

Survivor Power Calculation and Benefits:

Survivor Power is the sum total of all a player's crafting skill levels. For example, a player with level 20 Farming, level 30 Fishing, and level 10 Cooking would have a Survivor Power of 60.

- **Access to Resources:** Higher Survivor Power grants access to more valuable and scarce resources.

resources:

- **Crafting Recipes:** More complex and powerful items become available for crafting as Survivor Power increases.
- **Trading Value:** Players with high Survivor Power are valuable trading partners due to their ability to acquire and craft essential resources and items.
- **Faction Contributions:** High Survivor Power players can significantly contribute to their faction by providing vital resources and crafted goods.

Crafting Locations and Resource Scarcity:

Crafting activities must be performed in appropriate locations (e.g., fishing requires water sources). Resources are scarce due to the post-apocalyptic setting of Doompocalypse, making Survivor Power and resource management crucial for survival.

Item Tiers:

Many craftable items are tiered, with higher tiers requiring more skill and rarer materials. Food items are an exception and can be consumed by any player regardless of level.

Integration into Doompocalypse Gameplay:

Survivor Power is essential for self-sufficiency, trading, and contributing to factions. It creates a meaningful progression system that rewards players for investing in non-combat activities, making them valuable assets in the harsh world of Doompocalypse.