**Overview**

A simplified version of the original concept for LifeSavers. The Fitness and Mental aspects of the game on any given character.

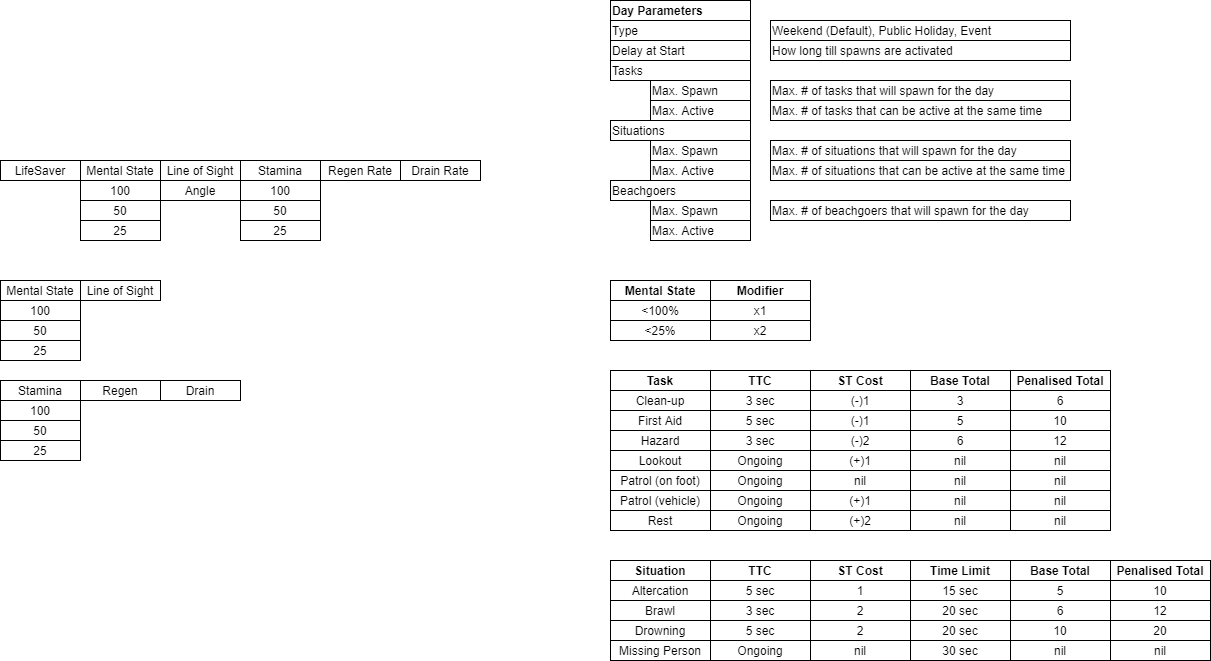


Figure The original concept for the economies (TTC: Time to Complete, ST: Stamina)

The data is very complex so a simplified economy was needed to test out the core aspect of the game, if that proved to be applicable, then more elements could be added. (The above example is just noting down how the economy could work in various ways)

**The Economy**

Tasks performed by volunteers has a Fitness / Mental cost, this will reduce their overall effectiveness by the end of the day and carries unto the next day if the volunteer is not taken off the roster for rest.

All volunteers start at 100% on their Mental and Fitness meter from day one and it is reduced as tasks are performed and tallied by the end of the day.

The example shows one volunteer on full rotation without a break for 3 days.

After each day, the average success rate is reduced by the total of the FC and MC and affects the success percentage for the next day.