

Appalachian Trail – Thru Hike

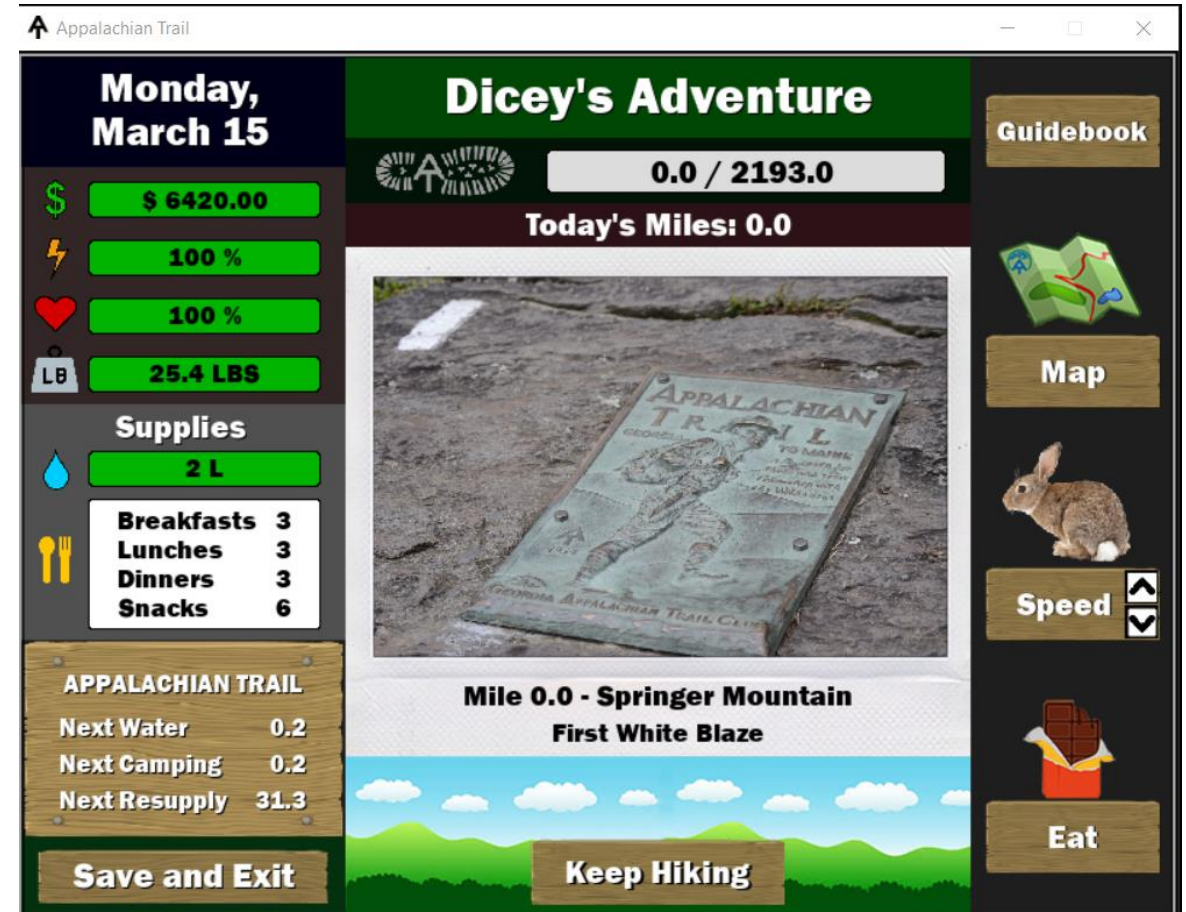
Mount Katahdin is Calling!

Do you have what it takes to make
it all the way?



An Adventure Game

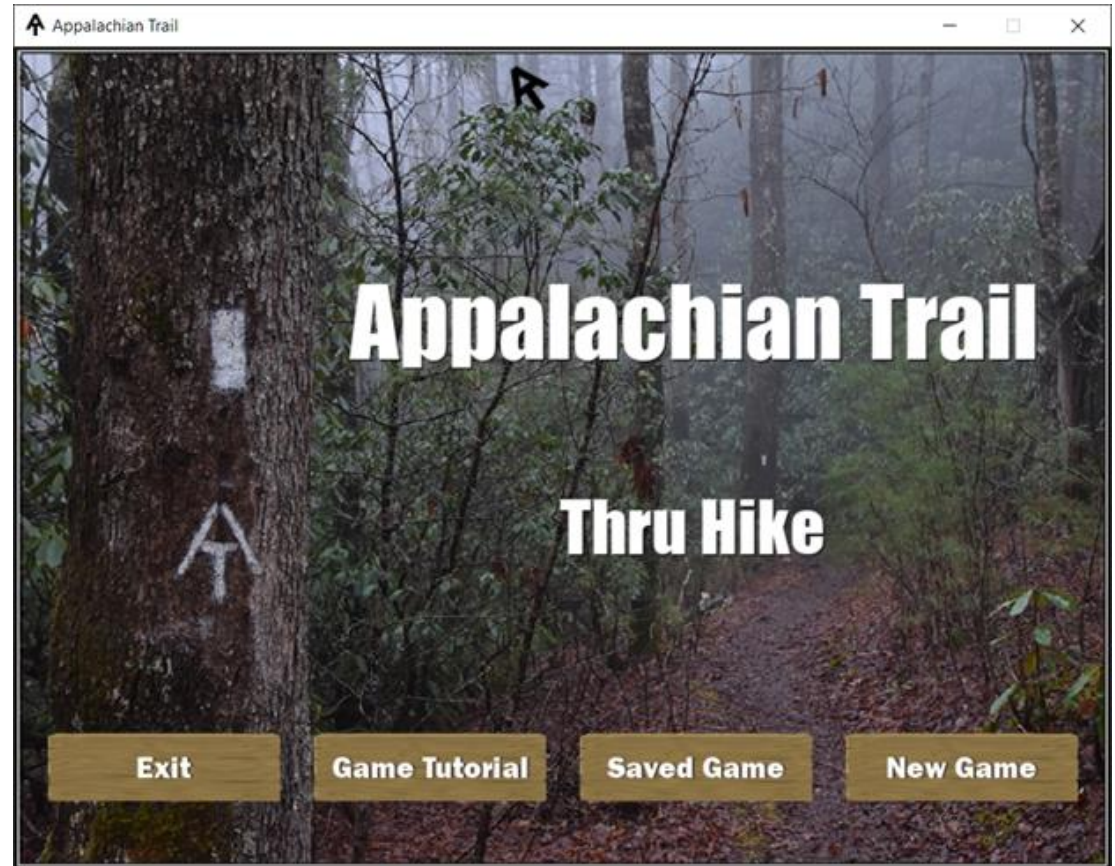
- The Player will attempt to walk 2193 miles from Georgia to Maine.
- During game play, the user will have to manage resources in order to maintain energy and health.
- The user will have to manage the funds chosen at the beginning of the game in order to ensure the money will last until Katahdin in Maine is reached.
- Random events will affect the users food supply, gear, health and energy



Game Start Menu

Allows the user to:

- The Start Menu allows the user to play a new game
- Retrieve a saved game
- View a tutorial describing the information about the game



Game Tutorial

Describes the actions of the game.

The screenshot shows the 'Appalachian Trail' game window. On the left, a grey panel lists game variables with red arrows pointing to their corresponding UI elements:

- Today's Date → Monday, March 01
- Available Funds → \$ 7430.00
- Energy Level → 100 %
- Health → 100 %
- Pack Weight → 25.4 LBS
- Water → 2.0 L
- Available Food → (Breakfasts, Lunches, Dinners, Snacks list)
- Distances to Next Waypoints → (Next Water, Next Camping, Next Resupply list)

The game window itself has a title bar 'Appalachian Trail' and a main area titled 'Happy's Adventure'. It displays '0.0 / 2193.0' miles and 'Today's Miles: 0.0'. A central image shows a forest path with a white arrow marker. Below the image, it says 'Welcome to the Appalachian Trail! An amazing journey awaits.' and has a 'Start Hiking' button. The right sidebar contains buttons for 'Guidebook', 'Map', 'Speed' (with a slider), and 'Eat' (with a chocolate bar icon). A 'Save and Exit' button is at the bottom left of the main area.

Player Menu

Allows the player to choose gear, purchase food, etc.

Appalachian Trail

Thru-Hike Settings

Trail Name: Dicey

< March >

< 15 >

Starting Funds

< \$ 8,000 >

March Weather

Exit Game Next

Appalachian Trail

Thru-Hike Settings

Gear	
<input type="checkbox"/>	Conventional \$ 500.00
<input checked="" type="checkbox"/>	Lightweight \$ 1,500.00
<input type="checkbox"/>	Ultralight \$ 2,500.00
Lightweight sounds good! I'll shop deals.	

Supplies
Guidebook
Buy Food
< 2.0 L of H ₂ O >

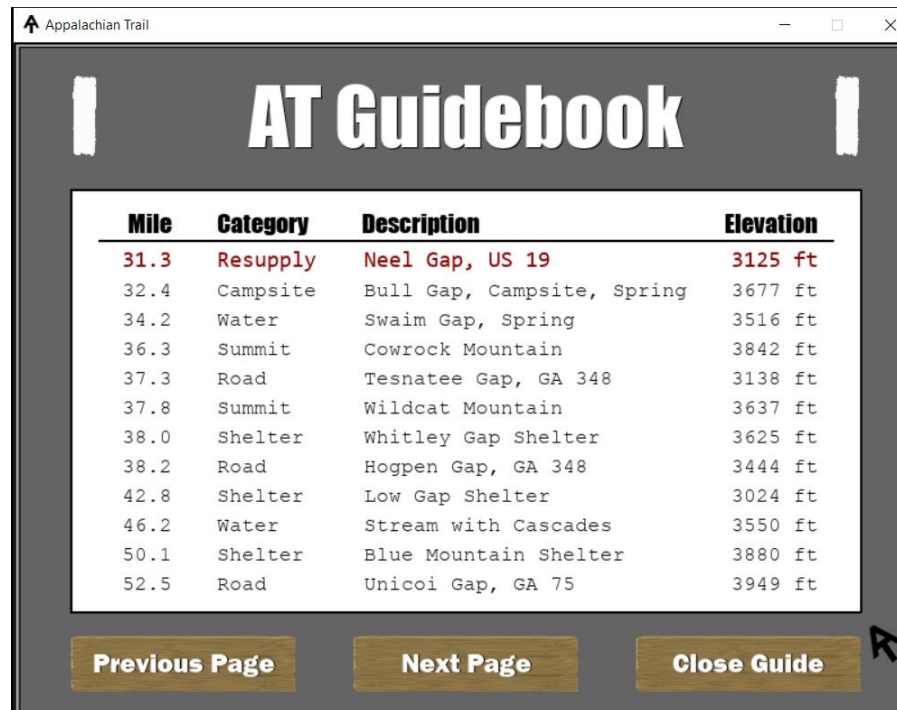
Pack Weight
25.9 LBS

Available Balance
\$ 6467.50

Exit Game Back Play Game

AT Guidebook

Lists all the waypoints on the trail.
The list allows the player to determine the amount of food needed until the next resupply point.



The screenshot shows a window titled "Appalachian Trail" with a close button. Inside, the "AT Guidebook" title is centered at the top. Below it is a table with four columns: Mile, Category, Description, and Elevation. The first row is highlighted in red, indicating the current resupply point. The table lists various waypoints along the trail, including campsites, water sources, summits, roads, and shelters. At the bottom of the window, there are three buttons: "Previous Page", "Next Page", and "Close Guide".

Mile	Category	Description	Elevation
31.3	Resupply	Neel Gap, US 19	3125 ft
32.4	Campsite	Bull Gap, Campsite, Spring	3677 ft
34.2	Water	Swaim Gap, Spring	3516 ft
36.3	Summit	Cowrock Mountain	3842 ft
37.3	Road	Tesnatee Gap, GA 348	3138 ft
37.8	Summit	Wildcat Mountain	3637 ft
38.0	Shelter	Whitley Gap Shelter	3625 ft
38.2	Road	Hogpen Gap, GA 348	3444 ft
42.8	Shelter	Low Gap Shelter	3024 ft
46.2	Water	Stream with Cascades	3550 ft
50.1	Shelter	Blue Mountain Shelter	3880 ft
52.5	Road	Unicoi Gap, GA 75	3949 ft

Food Supplies

The player can purchase food. The food can either be added it to their pack or mailed it ahead

Appalachian Trail

Food Supplies

Available Funds	Pack Weight	Food Cost	Food Weight
\$ 6467.50	25.9 LBS	\$ 8.75	1.8 LBS

In Pack Supplies
Breakfasts 3
Lunches 3
Dinners 3
Snacks 8

Guidebook

Shopping Cart

Breakfast	\$ 2.50	1	◀▶
Lunch	\$ 2.50	1	◀▶
Dinner	\$ 2.50	1	◀▶
Snack	\$ 1.25	1	◀▶

Buy Items

Done Shopping

Appalachian Trail

Food Supplies

Available Funds	Pack Weight	Food Cost	Food Weight
\$ 6458.75	25.9 LBS	\$ 0.00	1.8 LBS

In Pack Supplies
Breakfasts 3
Lunches 3
Dinners 3
Snacks 8

Guidebook

Bought Items

Breakfast	1
Lunch	1
Dinner	1
Snack	1

Choose an action:
Mail Ahead
Add to Pack

Done Shopping

Mailing Options

Allows the user to mail the food ahead to be picked up when the town is reached.

Appalachian Trail

Mailing Options

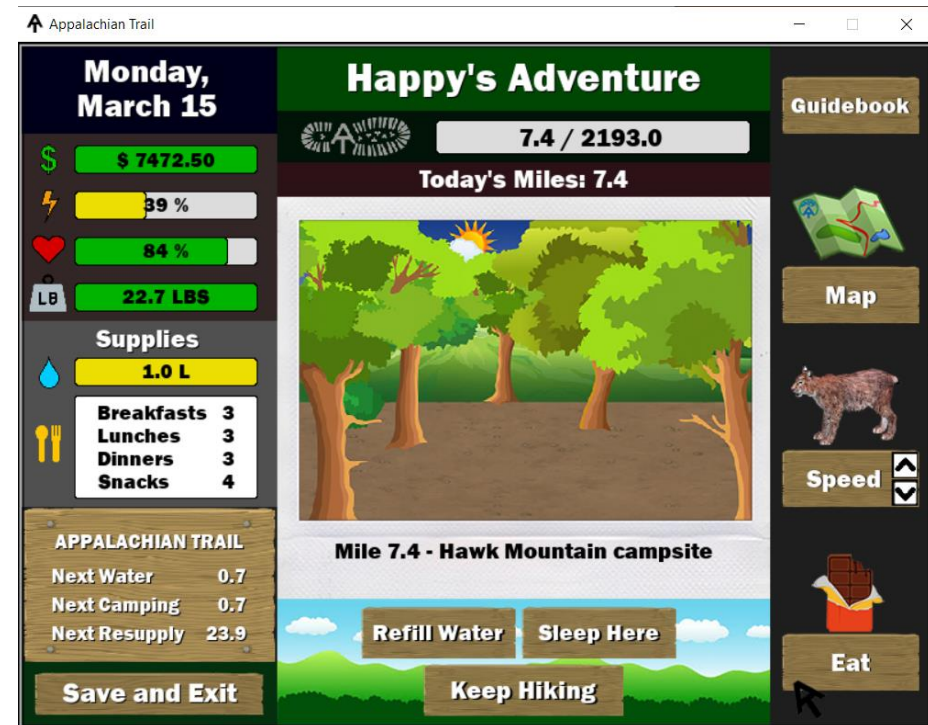
Mile	Description	Distance From Trail	Send Here
69.2	Post Office - Hiawassee, GA	9.0 miles	<input type="checkbox"/>
109.4	Post Office - Franklin, NC	10.0 miles	<input checked="" type="checkbox"/>
136.9	Nantahala Outdoor Center	0.0 miles	<input type="checkbox"/>
150.5	Post Office - Robbinsville, NC	7.1 miles	<input type="checkbox"/>
164.7	Fontana Dam, NC	2.0 miles	<input type="checkbox"/>

Cancel Previous Page Next Page Mail Box - \$10

Game Play

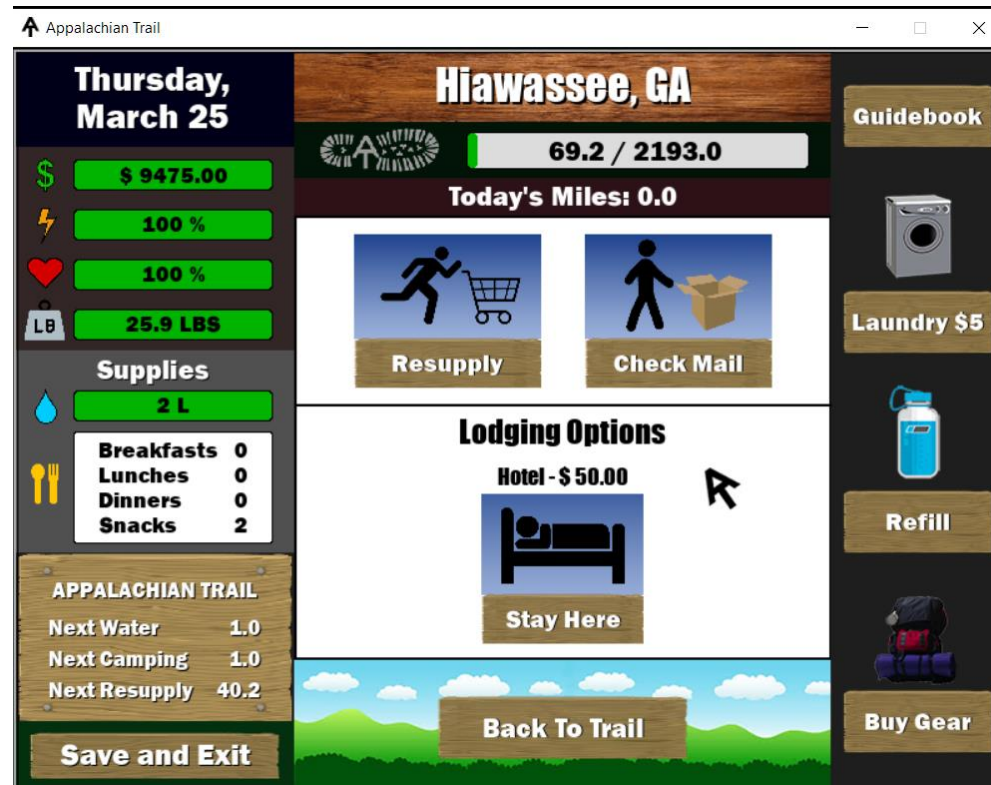
During the game, the player's energy and amount of water they are carrying decreases.

- Some waypoints allow the user to sleep and refill water.
- Town resupply waypoints allow to user to go to town to resupply food, gear and health.



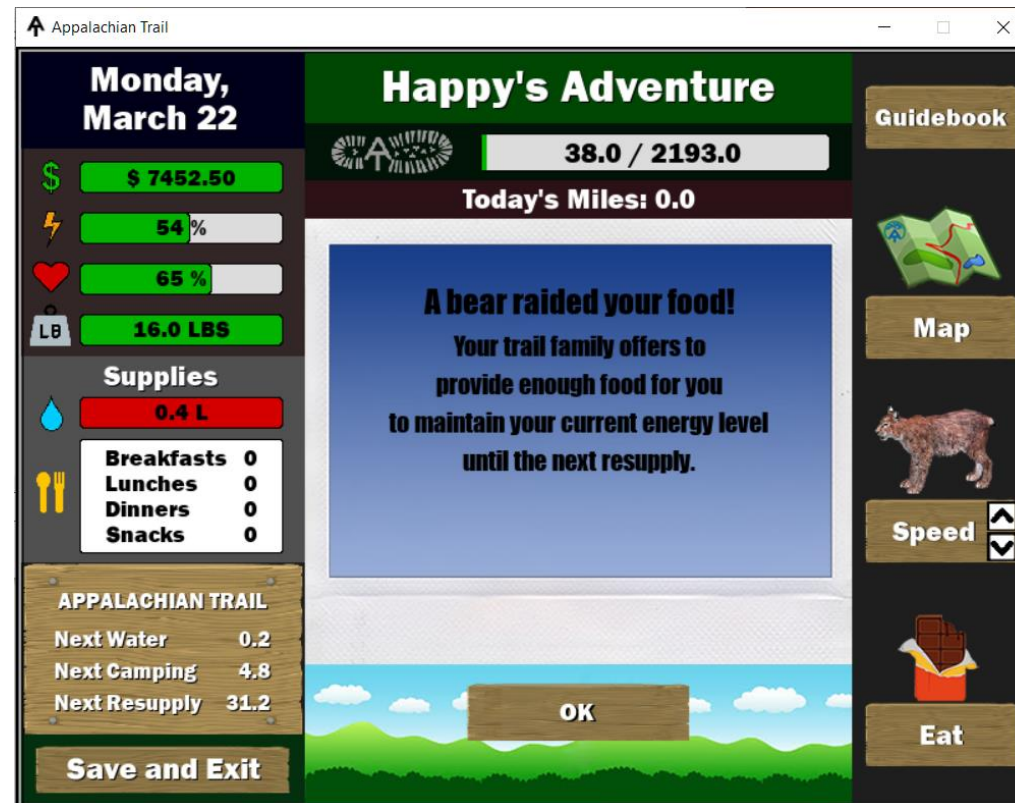
In Town

The player can resupply food, sleep at available lodging, and visit the gear shop. Laundry is also available in town.



Random Events

During the game random events will affect the player's health, energy, and gear.



Game Win – Game Loss

In order to win the game, the player must reach Mount Katahdin at mile 2193 by October 15. If the player runs out of health, energy or funds, the game ends.

