Survivors Camp – Phase 1 Level Design & Systems

🎯 Phase 1 Goal

The player's objective is to **sustain basic needs with ease** through: - Gathering essential resources (food, water, wood, stone, morale). - Building simple camp structures. - Crafting basic tools. - Using automation/ efficiency upgrades to reduce effort over time.

No other campers join in Phase 1. The game ends if **morale reaches 0**.

Core Game Loop

1. **Game Clock**
2. Day = fixed number of ticks (e.g. 100 ticks).
3. Tasks consume ticks.

4. End of day = survival costs applied.

5. **Player Actions (Tasks)**

6. Forage food (20 ticks → +3 food).
7. Fetch water (15 ticks → +2 water).
8. Chop wood (25 ticks → +4 wood).
9. Tend fire (10 ticks → consumes wood, keeps morale stable).

10. (Later) Gather stone, forage herbs.

11. **End of Day Upkeep**

12. Food: –2/day.
13. Water: –2/day.
14. Morale: –1 baseline.
    - Extra –2 if fire is out.
    - Extra –1 if food or water missing.
    - Extra –3 if both missing.
    - +1 if fire burns all night.
    - +1 if food & water are both above required.

Resources & Interdependencies

Core Resources

- **Food** 🧶: survival. Obtained by foraging/hunting.
- **Water**   : survival. Obtained from fetching/collectors.
- **Wood** 🕹️: fuel, building. Obtained by chopping.
- **Morale**   : sanity. Sustained by food, water, and fire.
- **Stone** 🔴: building upgrades. Obtained by gathering (mid-phase).

Optional/Supporting

- **Herbs** 🥏: small morale/survival boosts.
- **Fire**   : consumes wood → sustains morale.

Dependencies

- Food + Water → sustain survival.
- Wood → fuels fire (protects morale) + used for upgrades.
- Stone + Wood → structures/tools.
- Herbs → optional morale boost.

Crafting & Upgrades (Examples)

- **Campfire**: burns wood, reduces morale loss.
- **Campfire Upgrade** (wood + stone): consumes less wood per night.
- **Water Collector**: generates passive water daily.
- **Foraging Basket**: increases food yield.
- **Stone Tools**: reduce wood gathering time.

🥾Daily Progression Proposal (First 7 Days)

- **Day 1–2**: Player manually gathers, survival is tight.
- **Day 3**: Unlock campfire upgrade.
- **Day 4**: Unlock water collector.
- **Day 5**: Unlock foraging basket.
- **Day 6**: Unlock stone tools.
- **Day 7**: Player can sustain needs with less micromanagement.

🧩High-Level Systems Checklist

Core Systems

- [ ] **Game Clock** (tick counter, day counter).
- [ ] **Resource Manager** (tracks food, water, wood, stone, morale).
- [ ] **Task System** (time cost + yield).
- [ ] **Crafting/Upgrades** (resource recipes → effects).
- [ ] **World State** (fire, weather [future]).
- [ ] **Progression Manager** (day milestones, unlocks).
- [ ] **End of Day Loop** (consumption, morale changes, fail checks).

Supporting Systems

- [ ] **UI for Tasks** (buttons or menu to choose actions).
- [ ] **UI for Resources** (display counters with icons).
- [ ] **UI for Time** (clock or progress bar).
- [ ] **Narrative Messages** (snippets tied to events/unlocks).

Narrative Examples

- **Food**: "Your stomach growls, demanding sustenance."
- **Water**: "Your throat is dry; the river is a lifeline."
- **Wood**: "The forest looms, both shelter and danger."
- **Morale**: "Your mind drifts into dark thoughts. The fire keeps them at bay."
- **Stone**: "Cold, unyielding stones—shaping them may shape your future."
- **Fire**: "The flames dance. Without them, shadows creep closer."