

Survivors Camp - Ending Scenarios, Narrative & Scoring System (Readable Version)

■ Fire Consistency

- Always Lit: Your fire burned every night without fail. The constant smoke was a beacon — you never lost hope.
- On and Off: Sometimes the darkness swallowed you, other times the fire roared. Your struggle was marked by flickering hope.
- Rarely Lit: Most nights, the cold and dark surrounded you. Rescue was chance, not certainty.

■■ Player Activity (Idling vs. Busy)

- Always Busy (maximizing actions): You never wasted a moment. Every day was a fight for survival, every choice deliberate.
- Balanced: You worked when you had to, rested when you could. Survival came through measured endurance.
- Often Idling: Too many hours slipped by, lost to hesitation. Time became your greatest enemy.

■ Food & Water Management

- Well-fed, rarely starving: You provided for yourself with skill. Hunger never truly broke your spirit.
- Constantly on the edge: Every day was a gamble, every meal uncertain. You lived from sip to sip, bite to bite.
- Neglected completely: Hunger and thirst stalked you without mercy. The fact you lasted this long was sheer willpower.

■ Morale Trajectory

- High most of the time: Despite the hardship, your spirit burned bright. You met rescue with head held high.
- Fluctuating: Your hope rose and fell like the wind. You staggered to the end, half broken but unbowed.
- Constantly low: Dark thoughts consumed you. Survival was less triumph, more endurance of suffering.

■■ Event Reactions

- Made use of opportunities: You seized fortune when it came — the berries, the rain, the moments of grace.
- Ignored or wasted them: Chance favored you, but you squandered it. The struggle was harder than it needed to be.

■■ Survivorship Style

- Efficient Survivalist: You adapted quickly, turning survival into routine. Rescue found not a victim, but a survivor.
- Chaotic Survivor: You scraped through in chaos. Rescue found you alive, but barely.
- Lazy Wanderer: You lingered, hoping fate would save you. In the end, luck mattered more than effort.
- Workaholic Survivor: You fought for every breath, every tick of the clock. Your rescue was not luck, but victory.

■ Sample Complete Endings

- Efficient, Fire Always Lit, High Morale: Your fire never faltered, your spirit never wavered. When rescue came, they found not a castaway, but a survivor forged by hardship.
- Chaotic Struggle, Fire Flickered, Edge of Starvation: Some nights the fire went out, some days you nearly starved. You clawed through each dawn in desperation. Rescue came, but survival left its scars.
- Idle Wanderer, Rarely Lit Fire, Low Morale: Too many days passed in hesitation, too many nights in darkness. Rescue saw only faint signs of life. You lived — but survival was no triumph.
- Workaholic Survivor, Constant Action, Fire Lit Most Nights: You never let the hours slip away. Every moment was spent fighting, gathering, feeding the flames. Rescue found you gaunt but unbroken — a testament to sheer will.

■ ■ Pseudo-code: Scoring System for Endings

PSEUDO-CODE: Journey Scoring -> Dynamic Endings

--- Trackers (update during play) ---

```
fire_days_lit      = 0
fire_days_out      = 0
idle_ticks         = 0      # moments when player takes no action
busy_ticks         = 0      # moments when player performs actions
food_shortages     = 0      # count days/time-slices where food <= 0
water_shortages    = 0      # count days/time-slices where water <= 0
morale_sum         = 0
morale_samples     = 0
days_elapsed      = 0
```

--- Per-day loop ---

```
for day in days:
    if fire_is_lit_today:    fire_days_lit += 1
    else:                   fire_days_out += 1

    idle_ticks += ticks_idle_today
    busy_ticks += ticks_busy_today
```

```
    if food_hit_zero_today: food_shortages += 1
    if water_hit_zero_today: water_shortages += 1
```

```
    morale_sum      += avg_morale_today    # average morale for the day
    morale_samples += 1
    days_elapsed    += 1
```

--- Final aggregates ---

```
fire_ratio      = fire_days_lit / max(1, (fire_days_lit + fire_days_out))    # 0..1
activity_ratio  = busy_ticks / max(1, (busy_ticks + idle_ticks))             # 0..1
avg_morale      = morale_sum / max(1, morale_samples)                        # 0..100 scale
```

--- Categorize journey ---

Fire Consistency

```
if fire_ratio >= 0.90: fire_consistency = "Always Lit"
elif fire_ratio >= 0.40: fire_consistency = "On and Off"
else:                 fire_consistency = "Rarely Lit"
```

Activity profile

```
if activity_ratio >= 0.80: activity_profile = "Always Busy"
elif activity_ratio >= 0.40: activity_profile = "Balanced"
else:                 activity_profile = "Often Idling"
```

Food/Water management

```
shortage_score = food_shortages + water_shortages
if shortage_score == 0:                 supply_profile = "Well-fed"
elif shortage_score < max(1, days_elapsed//2): supply_profile = "On the Edge"
else:                                 supply_profile = "Constantly Starving"
```

Morale

```

if avg_morale >= 70: morale_profile = "High"
elif avg_morale >= 30: morale_profile = "Fluctuating"
else:
    morale_profile = "Constantly Low"

# --- Base outcome at end (example) ---
# rescued if time limit reached AND (fire_is_lit_now or flare_used) AND player_alive
if rescued:
    base_outcome = "Rescued"
else:
    base_outcome = "Not Rescued"

# --- Compose ending text ---
ending = []
if base_outcome == "Rescued":
    ending.append("At dawn, distant engines drew near. Someone saw the signs.")
else:
    ending.append("The world passed by, indifferent to your smoke and silence.")

# Fire reflection
if fire_consistency == "Always Lit":
    ending.append("Your fire never faltered – a steady beacon of will.")
elif fire_consistency == "On and Off":
    ending.append("Your nights swung between warmth and darkness; hope flickered but survived.")
else:
    ending.append("Most nights were swallowed by cold shadow; survival was a coin toss.")

# Activity reflection
if activity_profile == "Always Busy":
    ending.append("You never wasted a moment; every breath was spent fighting.")
elif activity_profile == "Balanced":
    ending.append("You worked when needed and rested when you must; endurance became your craft.")
else:
    ending.append("Hesitation cost you hours; time became another hungry mouth.")

# Supplies reflection
if supply_profile == "Well-fed":
    ending.append("You provisioned with skill; hunger never owned you.")
elif supply_profile == "On the Edge":
    ending.append("You lived from sip to sip, bite to bite – just enough, just in time.")
else:
    ending.append("Hunger and thirst stalked you; survival was paid in pain.")

# Morale reflection
if morale_profile == "High":
    ending.append("Your spirit stayed bright; you met the end with steady eyes.")
elif morale_profile == "Fluctuating":
    ending.append("Hope rose and fell with the wind; you arrived battered but unbroken.")
else:
    ending.append("Dark thoughts gnawed at you; life continued, but the light dimmed.")

# Optional tone tags (for achievements/epilogues)
# e.g., grant titles based on combinations:
# - Always Lit + Always Busy + High -> 'Indomitable Survivalist'

```

```
# - On and Off + Balanced + Fluctuating -> 'Weathered Wanderer'
# - Rarely Lit + Often Idling + Constantly Low -> 'Reluctant Castaway'

final_text = " ".join(ending)
return final_text
```