**2.4 Items:**

Items are the tools that help player to survive throughout the game. These items can be to strengthen or heal the character, maintain the health situation and open alternative ways and endings. Also player will need some tools to continue on the story. Items will be acquired according to the area where player is. If character is next to sea, he can catch fishes by using fishing rod. The last and the most important feature is crafting. Player can combine most of the items with each other and items are also breakable to get more basic items.

**2.4.1 Simple Items According to Areas:**

Items will drop or be found according to the areas.

2.4.1.1 Forest Items:

Forest items are mostly the things which you can find in jungles. Wood, stone, branch honey, metal trashes, old clothes and ropes are some of them. Also from jungle animals player can get meat and milk.

Wood, Branch, Stone, Metal Trashes and Ropes: They are used in crafting.

Old Clothes: Increases defense and durability of character.

Honey, Meat and Milk: Used to get rid of the hunger and thirst.

2.4.1.2 Sea:

Since sea is one of the last areas, generally you cannot find items easily from sea. The items you can get are fish, salty water (cannot be drinkable), moss, some wet wood pieces and etc.

Fish: Used to get rid of hunger.

Salty Water: Used to get rid of thirst but first it needs to be boiled with fire.

Moss and Wet Wood Pieces: Used in crafting.

Wrecked boat: It can be used to go home as soon as it is repaired.

2.4.1.3 Beach:

Beaches are full of sand and little rocks. Also player can find little bit of meat from little crabs. Also time to time there can be glass pieces.

Sand, Little rocks and glass pieces: They are used in crafting.

Meat: Used to get rid of the hunger and thirst.

**2.4.2 Advanced Items:**

These are the items which are made by crafting the basic items.

Cooked Meat (Fire + Meat): It is more powerful than raw meat.

Spear (Stone Pieces + Wood) : Having this increases the attack power.

Axe (Stone + Wood): You can find woods by cutting trees.

Hammer (Stone + Wood): Used in crafting.

Barrack (Wood + Branch + Stone + Ropes): It gives player health, power and ability to protect him.

Pure Water (Fire + Dirty/Salty Water): Used to get rid of thirst.

Bandage (Cloth pieces/moss + Cloth pieces/moss): Used to heal the character.

Fire (Branch + Metal Trashes/Glass Pieces/Rocks): It can be used to cook or warm the player.

Torch (Wood + Fire): You can stay away from dangerous animals with this. It increases defense points.

Fishing Rod (Stone Pieces + Rope): Helps to catch fishes.

Boat (Wrecked Boat + Wood + Hammer ): Helps to go home and survive.

**2.4.3 Basic Items from Items:**

These items are the result of a destruction of an item.

Stone Pieces (from Stone): Used in crafting.

Cloth pieces (from Clothes): Used in crafting.