此款游戏建立在孤岛之上，故事背景是玩家乘坐的船只遭遇了海难，玩家随着海浪漂流到这个孤岛上，玩家需要在孤岛之中生存下来并且寻找逃离孤岛的方法。获胜的条件在于玩家存活的条件下找到逃出孤岛的办法，就能取得胜利。

在孤岛上，我们设定了五个区域分别是：沙滩（出生点），岩石堆，废弃机场，废弃码头，森林。这五个场景将分布不同的物品，其中包括了食物，零件和药品。每一个物品都有不同的特效，我将会一一阐述。以及玩家本身有100%的血量，在孤岛上我们设定了一个饥饿值，每天都会扣除百分之十的血量。当玩家血量低于20%的时候，行动选项将会变得很少，而当血量达到0的时候，游戏失败结束。

获胜条件1：在岛屿上我们将会在废弃机场设定一辆损毁的飞机。玩家可以尝试修复飞机使其重新运作来获得游戏的胜利。损毁的飞机需要15个零件来修复，其中包括了5个齿轮，5个轴承以及5个转轴。在修复过程中，有百分之20到40的几率损毁一半的零件，而这些零件随机散布在地图的每一个角落，玩家需要在地图上搜索这些零件来完成对飞机的修复工作。当飞机完成修复后，玩家即可乘坐飞机逃离孤岛获得胜利。

获胜条件2：在岛屿的废弃码头里，同样有一艘损毁的快艇。玩家同样可以以修复快艇的方式来获得游戏的胜利。快艇也需要15个零件来修复，包括了5个铁板，5个玻璃，5根链条来修复快艇，零件随机分布在岛屿的各个角落。同样也有百分之20到40的几率在修复过程中损毁零件。而当玩家完成快艇的修复工作，玩家即可乘坐快艇逃离孤岛获得胜利。

获胜条件3：在岛屿的森林里，我们将会设定一个隐藏洞穴。这个隐藏洞穴里有一只黑熊和信号枪。当玩家找到这个洞穴时，因为黑熊的缘故没办法直接进入洞穴拿到信号枪。所以玩家要找寻另外一件物品蜂蜜来引诱黑熊离开洞穴。蜂蜜随机分布在地图的角落，并且数量只有一个（直接使用蜂蜜会回复10%hp）。当黑熊离开洞穴，玩家即可得到信号枪，在得到信号枪之后再回到沙滩就会有发射信号弹的选项。然后之后随机3-7天之内玩家会获救。

Dialog:

You have engaged a huge storm from the sea. And the boat you are taking was broken, you got no conscience on the sea for the sealing day by day……When you wake up, you have found yourself are on the beach, you don’t know where this island is, and don’t know what you should do. The only thing you will need to do is to survive, you know that you need to search inside this island and find if you can get any help there. And there are some ways in front of you:

1. So many trees inside this direction. Go this way?
2. Many rock and stones inside this direction. Maybe this way?
3. Many containers inside the

Forest dialog (random risk to trigger):

You have walked inside the forest. The rainy smell makes you feel uncomfortable. But to survive inside, you will need to find food and get familiar with this island first. Choose the action below you want to do:

1. The trees look wet, climb upstairs to see what is up?
2. There is a hole in front of you, looks scared and cold. Walk inside? (20% percent to trigger)
3. There is something shiny inside the grass. Look of it? (20% to get 3 gears, 20% to get 3 iron plate and 20%)
4. Walked around the forest, you have found an apple tree. ()
5. There is a wood house in front of you. Go inside and find what u got.