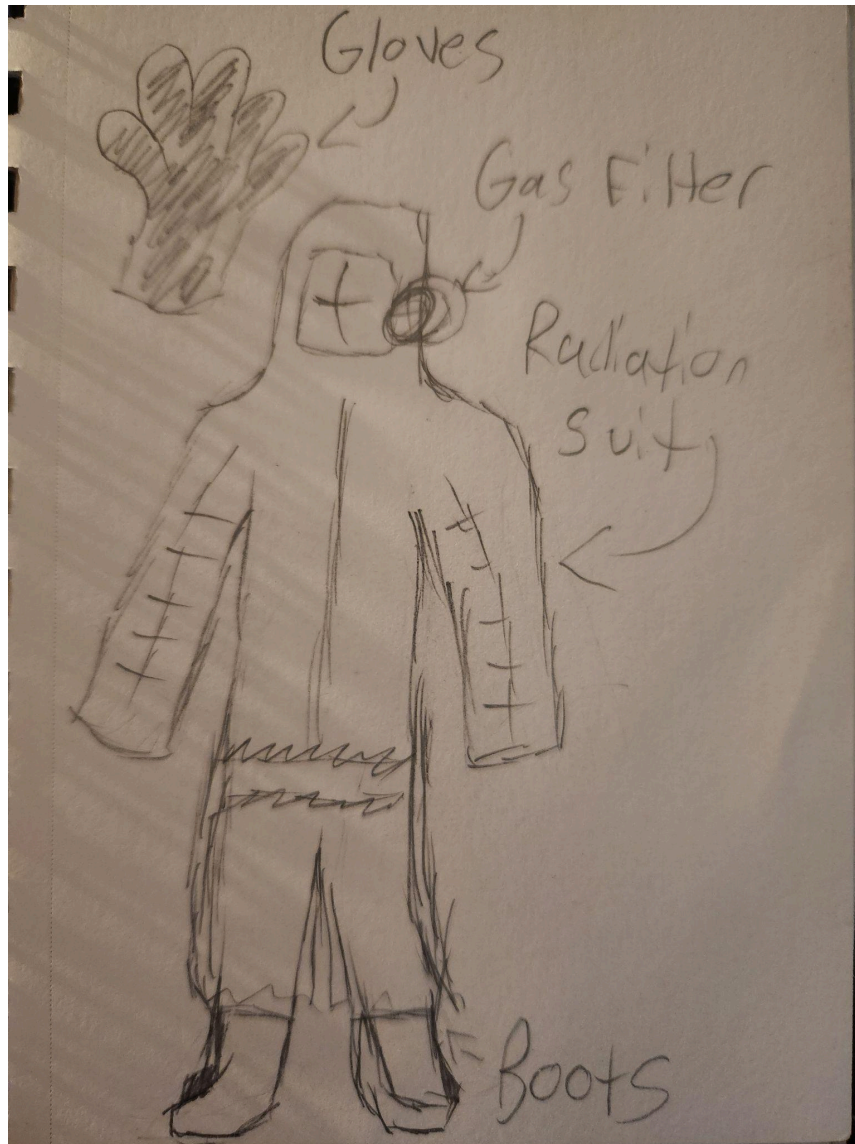
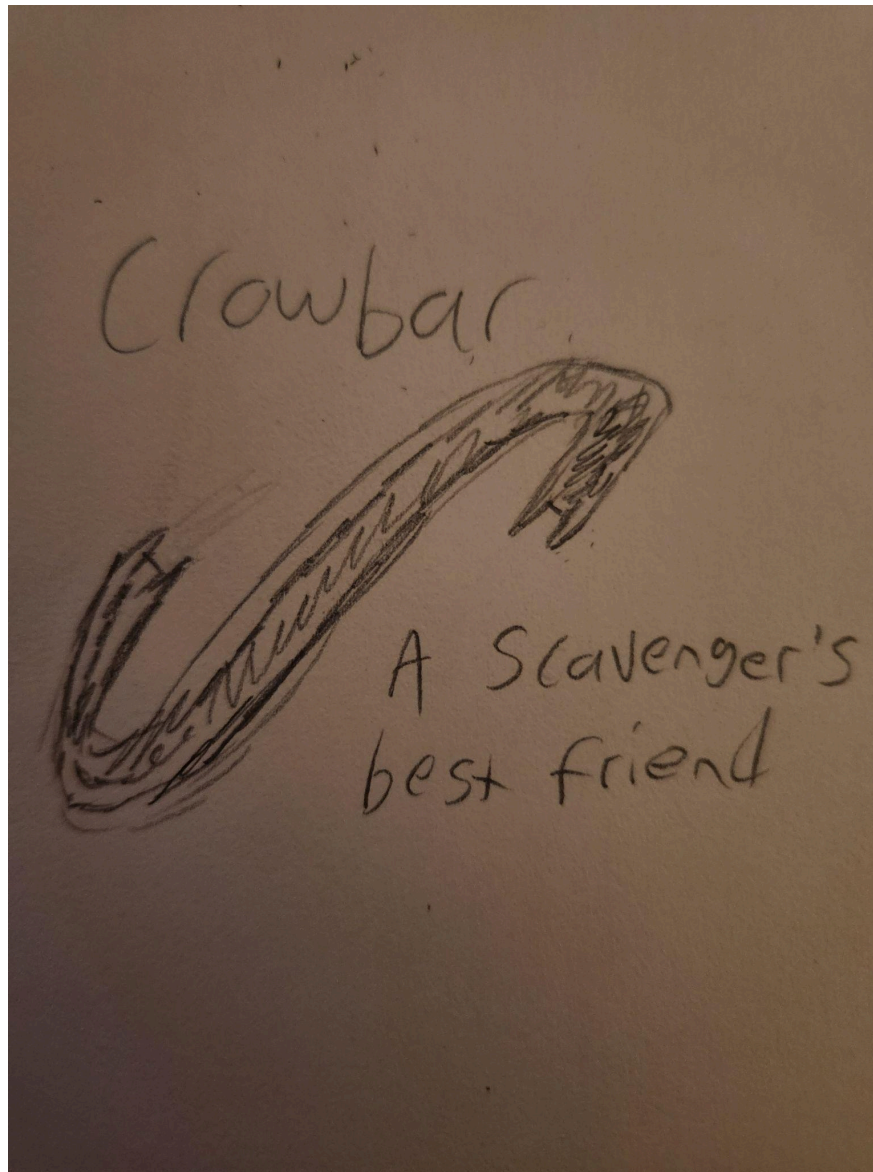


For this assignment, I decided to choose the theme of “survival.” This ranges from equipment, weapons, and outfits that characters would use to survive with the wild or theoretically, to survive a trip into an highly radioactive town that’s been abandoned for many years.



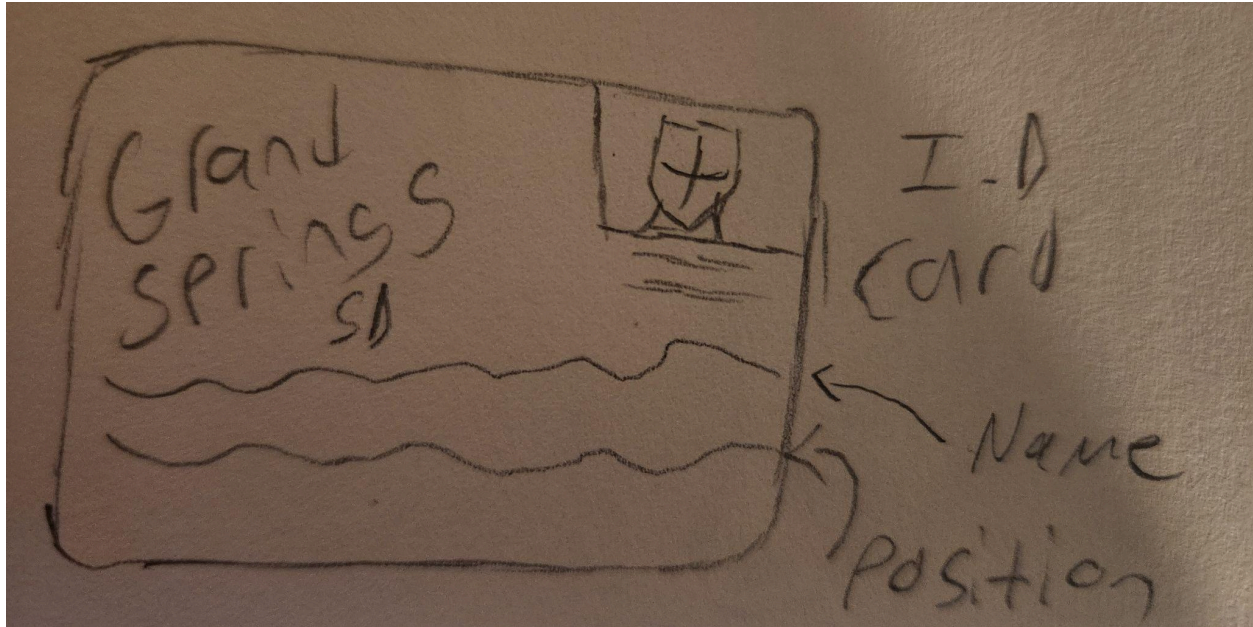
1. Radiation Filter: A companion to the mandatory radiation suit the player wears, this piece of the suit is extremely important for the player’s survivability and ability to continue their trip into the town.

- This object is scattered around the town, being found on the bodies of deceased travelers who have previously entered the town for their own scavenging efforts. Filters can be swapped when the current filter is at low levels. Being able to swap filters can extend your time at the location, but due to how far the filters are separated from each other, it’s best to ration these filters to complete your travel at Grand Springs.



2. Crowbar: The classic weapon for any individual who wants to break into a closed off area, or wield whilst you save the world from an alien threat. This nifty tool can help you out in breaking down locked doors

- This object can be found from the corpse of a fallen scavenger. The crowbar will be your main primary tool against breaking down locked doors, helping you in your scavenging efforts. Though not every door can be broken down by the Crowbar, this is your best friend when exploring the middle class area of Grand Springs.



3. ID Security Key Card: An abandoned Grand Springs Security Detail key card, the solution for those pesky doors that a crowbar won't break down. These can be found at the high wealth portions of Grand Springs, places that the Scavengers envisioned as their big score, but led to their end.

This object can be found at security checkpoints or hidden within abandoned vehicles. This key card belonged to a high ranking official within the Security Detail, hence its location being found at a checkpoint the officer worked before the radioactive disaster at Grand Springs. This card is VERY important when it comes to completing the trip across the town, unlocking the Mayor's Mansion and vault.

Reward Details

- Gas Filter: The object extends your ability to remain within Grand Springs, and encourages the player to continue their trek whilst keeping an eye at their filter's percentage.
- Crowbar: The Crowbar gives the player a way to break into locked houses, sheds, or generally buildings with a door handle. This is an important progression tool.
- Key Card: The Key Card gives the player additional access to places where they couldn't previous access, alongside giving additional access in endgame areas. This is another important progression tool.