Satiety

Hydration

Sanity

Day XX of XX

Timer

Items

Food

Water

Item 3

Actions

| Eat |
| Drink |
| Meditate |
| Forage |
| Rest |
| |

Chat Box

KEY:
BLUE – collapsible menu things
RED – unclickable but will change
GREEN – clickable buttons

General breakdown of components:
- 3 bars to keep track of status (satiety, hydration, sanity) and accompanying text fields
- Timer
- Date tracker
- Action menu and accompanying buttons

- Item display (food, water)
- Chatbox window – TO BE DISPLAYED WAYYY LATER so dw about it rn

OVERALL SINGLE PLAYER GAME FLOW

Setup - player opens game
- Popup with short description of scenario
  - Tell player how many days they need to survive in order to win
  - Tell player special skill (medic, etc) – TO BE IMPLEMENTED LATER
- Player closes popup
- Timer begins

Option 1:
- Timer hits XX amount of time
- A scripted event occurs (ex. somebody knocks)
- After event plays out, Day count += 1 and reset timer

Option 2:
- Player chooses item from Action Menu
- EDGE CASE: user picks an item just as the timer runs out. SOLUTION: pause timer

SIMPLE EVENT FLOWS

General

At the turn of each new day:

        Satiety -= 1;
        Hydration -= 1;
        Sanity -= 1;

Player actions
- If (eat) {
        Satiety += 1;
        Food -=1;
  }

- If (drink) {
      Hydration +=1;
      Water -=1;
  }
- If (meditate) {
      Sanity += 1;
      Satiety -=1;
      Hydration -=1;
  }
- Player chooses to "forage" -> day count += 1, pop-up with results. food/water (randomly) goes up and items obtained accordingly
- Player chooses to "rest" –> day count += 1, sanity goes up

Random events
1. "You hear knocking on the door" -> player presented with 2 options:
   1. Open
      a. "Oh no it's a raider!"
         If (bad guy) {
               Day count += 1;
               Food/water/items (randomly) lost
         }
      b. "It's a kind traveler!"
         If (good guy) {
               Food/water/items (randomly) gained
         }

   2. Ignore -> nothing happens. Day count += 1;

2. "Rats have gotten into the bunker" -> food is lost each day for XX amount of days