KEY:

Chat Box

Items

Actions

Food

Water

Item 3

Eat

Drink

Meditate

Forage

Rest

Timer

Satiety

Hydration

Sanity

Day XX of XX

**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 2:**

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

**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

**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
   1. “Oh no it’s a raider!”

If (bad guy) {

Day count += 1;

Food/water/items (randomly) lost

}

* 1. “It’s a kind traveler!”

If (good guy) {

Food/water/items (randomly) gained

}

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

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