Actions

Sleep

+35 energy

Rest to replenish your energy

Hunt

-10 energy, -10 water, -6 food Hunt for food and fur to craft equipment

Scavenge

-5 energy, -5 water, -3 food Find useful items to survive

Backpack 2/10

Flint

Useful for crafting

discard

Wood

Useful for crafting

discard

Camp upgrades

Fire

Items needed: Wood, Flint Start a fire to cook items

Craft

Water collector

Items needed: Plastic, Rope, Empty bottle Build a water collector to get rain water

Craft

Food and water

Jerky

Items needed: Raw meat, Salt

Craft

Cooked meat

Items needed: Raw meat

Craft

Clean water

Items needed: Dirty Water









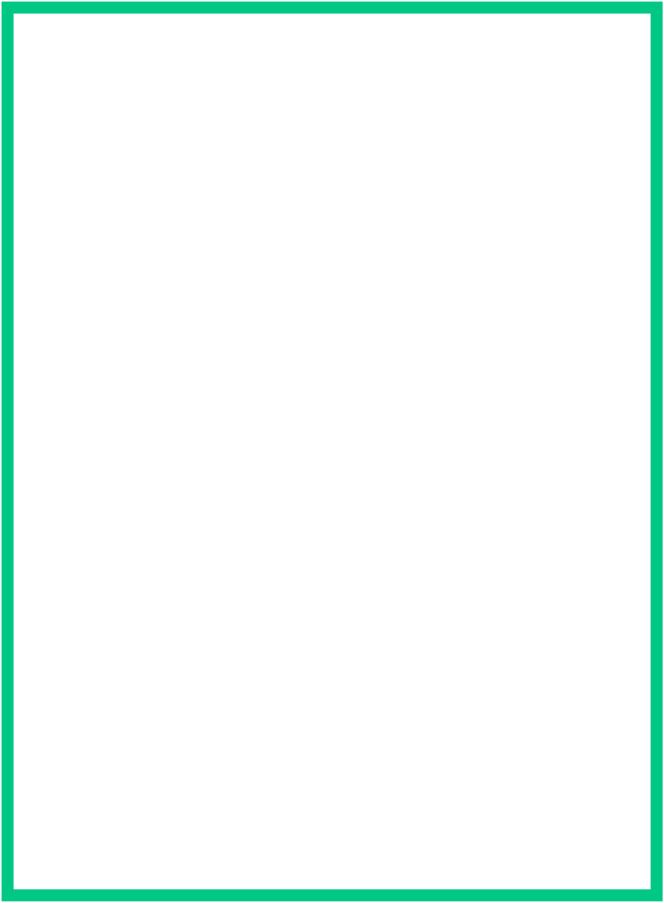


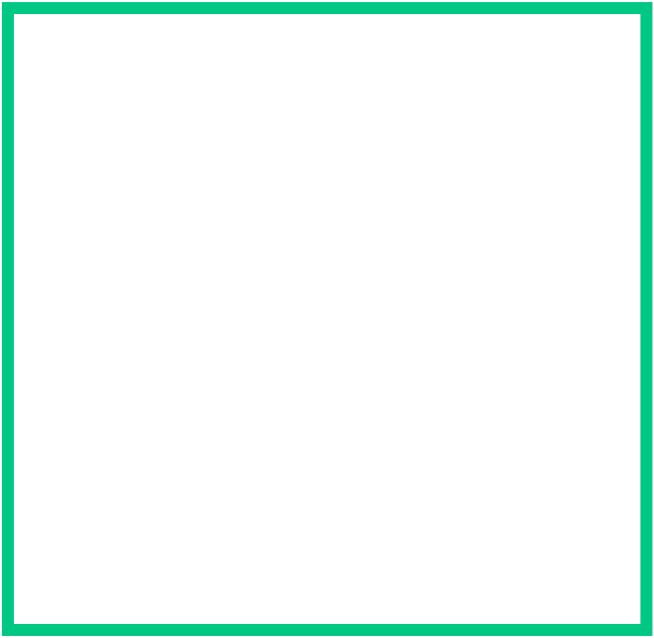






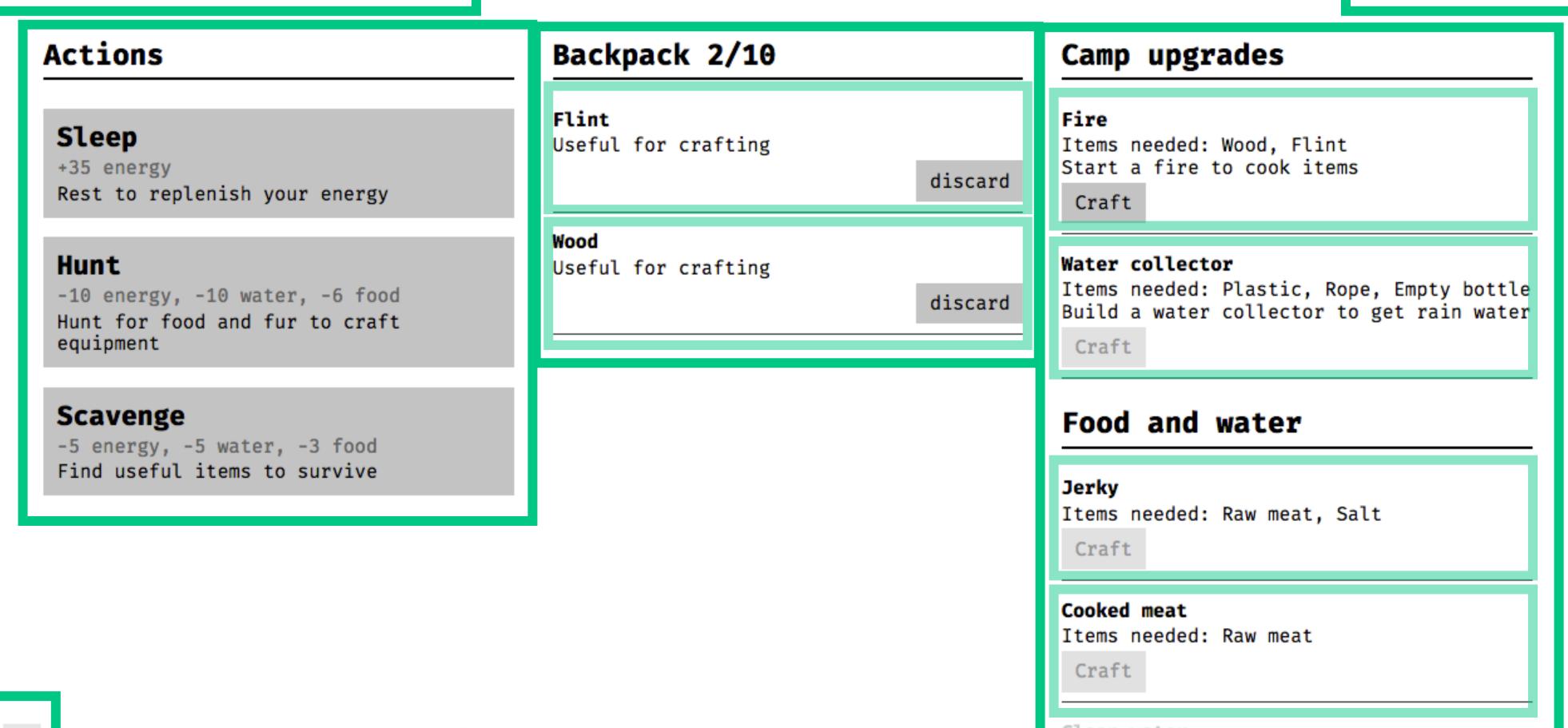












Items needed: Dirty Water

■ Bug report via <u>Github</u> or <u>Twitter</u> ·
■ <u>Buy Me a Coffee</u>

```
• • •
<template>
   <section v-if="!hasStarted" class="Splash">
     <h1>Live</h1>
      A game about survival
      What's your name, survivor?
      <form @submit.prevent="start">
       <input
         type="text"
         v-model="startUsername"
         required>
        <button
         type="submit"
         class="Btn">
         New Game
        </button>
      </form>
    </section>
    <main-component v-else></main-component>
</template>
import { mapState, mapGetters, mapMutations } from 'vuex'
import MainComponent from '@/views/Main'
export default {
  data() {
   return {
     hasStarted: false,
      startUsername: '
  components: {
   MainComponent
  computed: {
   ...mapState(['username'])
  created() {
   this.initUsername()
   this.startUsername = this.username
  methods: {
   ...mapMutations(['initUsername', 'setUsername']),
     this.setUsername(this.startUsername)
      this.hasStarted = true
</script>
<style lang="scss">
  @import './assets/styles/index';
  body {
   margin: 0;
   font-family: 'Fira Mono', monospace;
   font-size: .95em;
   overscroll-behavior: contain;
    margin: 1em 0;
  .Splash {
   padding: 3em 0 4em;
   text-align: center;
</style>
```

- components
 - V Alert.vue
 - V CampUpgrades.vue
 - V CraftableItem.vue
 - V DaysCounter.vue
 - Y Fire.vue
 - ▼ GameOver.vue
 - Y GameStatusButton.vue
 - V Item.vue
 - V List.vue
 - MobileMenu.vue
 - Modal.vue
 - V Notification.vue
 - Y Ranking.vue
 - Y Stats.vue
 - WaterCollector.vue