

# Estado global



```
const store = new Vuex.Store({
  state: {
    paused: false,
    stats: {
      health: 100,
      water: 100,
      food: 100,
      energy: 100
    },
    daysSurvived: 0,
    inventory: [],
    hasFire: false,
    isSick: false
  },
  // ...
})
```

- Todos los componentes pueden tener acceso a él
- No es mutable directamente
- Se inicializa y destruye con la carga de la página

# ¿Cómo elegir?

 100  100  100  100

Days survived: 0

## 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

II Bug report via [Github](#) or [Twitter](#) ·  [Buy Me a Coffee](#)