

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

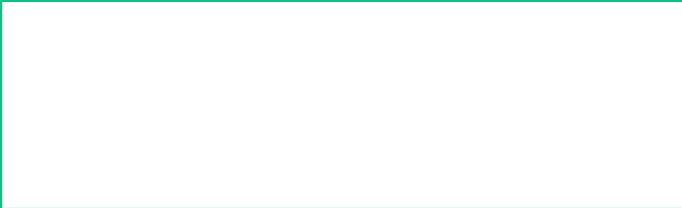
Items needed: Raw meat

Craft

Clean water

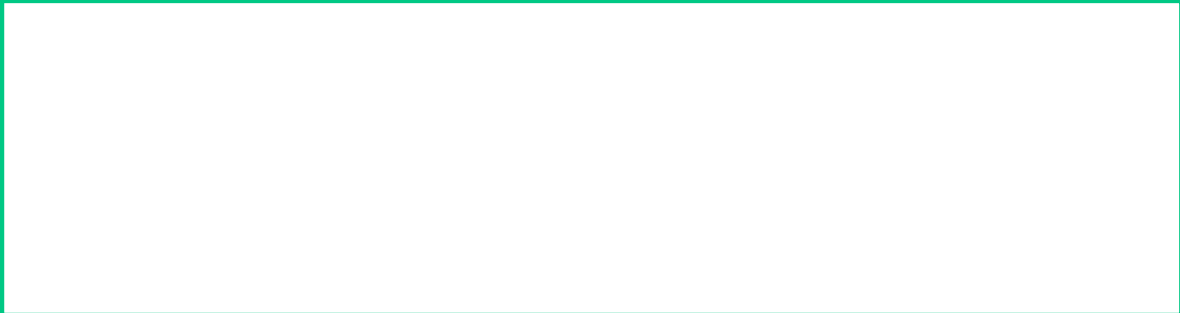
Items needed: Dirty Water











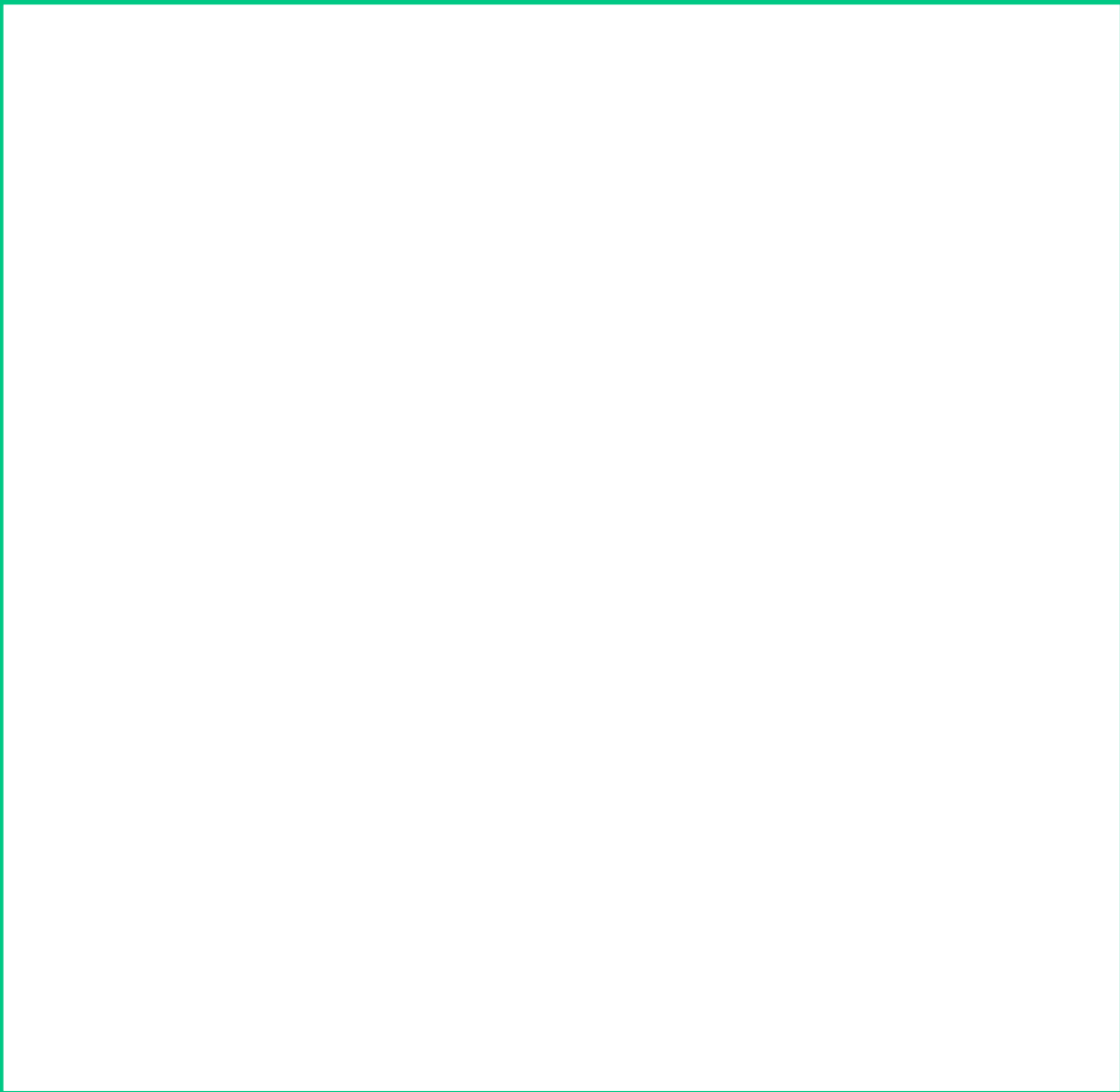














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Days survived: 0

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Cooked meat

Items needed: Raw meat

Craft

Clean water

Items needed: Dirty Water



Bug report via [Github](#) or [Twitter](#) • ☕ [Buy Me a Coffee](#)

HTML

JS

CSS

```
<template>
  <main>
    <section v-if="!hasStarted" class="Splash">
      <h1>Live</h1>
      <p>A game about survival</p>
      <p>What's your name, survivor?</p>
      <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>
  </main>
</template>

<script>
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']),
    start() {
      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;
}
li {
  margin: 1em 0;
}
.Splash {
  padding: 3em 0 4em;
  text-align: center;
}
</style>
```

- src
- assets
- components
 - Alert.vue
 - CampUpgrades.vue
 - CraftableItem.vue
 - DaysCounter.vue
 - Fire.vue
 - GameOver.vue
 - GameStatusButton.vue
 - Item.vue
 - List.vue
 - MobileMenu.vue
 - Modal.vue
 - Notification.vue
 - Ranking.vue
 - Stats.vue
 - WaterCollector.vue