

StatayDayCounter

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







Stats y DayCounter

❤️ 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

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

setTimeout



```
// DaysCounter.vue
methods: {
  ...mapMutations(['increaseDayCount']),
  startGameLoop () {
    this.startDayTimer()
  },
  startDayTimer () {
    const day = 1000 * 60
    this.loop = setTimeout(() => {
      if (this.isActive) {
        this.increaseDayCount()
        this.startDayTimer()
      }
    }, day)
  }
}
```



```
// Stats.vue
methods: {
  ...mapMutations(['decrease']),
  startGameLoop () {
    this.decreaseStats()
  },
  decreaseStats () {
    const decreaseInterval = 12 * 1000
    this.loop = setTimeout(() => {
      if (this.isActive) {
        // decrease all stats
        this.decreaseStats()
      }
    }, decreaseInterval)
  }
}
```