

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?

<div><div> 100</div><div> 100</div><div> 100</div><div> 100</div></div>				Days survived: 0
Actions	Backpack 2/10	Camp upgrades		
<div>Sleep +35 energy Rest to replenish your energy</div>	<div>Flint Useful for crafting</div> <div>discard</div>	<div>Fire Items needed: Wood, Flint Start a fire to cook items</div> <div>Craft</div>		
<div>Hunt -10 energy, -10 water, -6 food Hunt for food and fur to craft equipment</div>	<div>Wood Useful for crafting</div> <div>discard</div>	<div>Water collector Items needed: Plastic, Rope, Empty bottle Build a water collector to get rain water</div> <div>Craft</div>		
<div>Scavenge -5 energy, -5 water, -3 food Find useful items to survive</div>		<div>Food and water</div>		
		<div>Jerky Items needed: Raw meat, Salt</div> <div>Craft</div>		
		<div>Cooked meat Items needed: Raw meat</div> <div>Craft</div>		
		<div>Clean water Items needed: Dirty Water</div>		