Stats y DayCounter

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

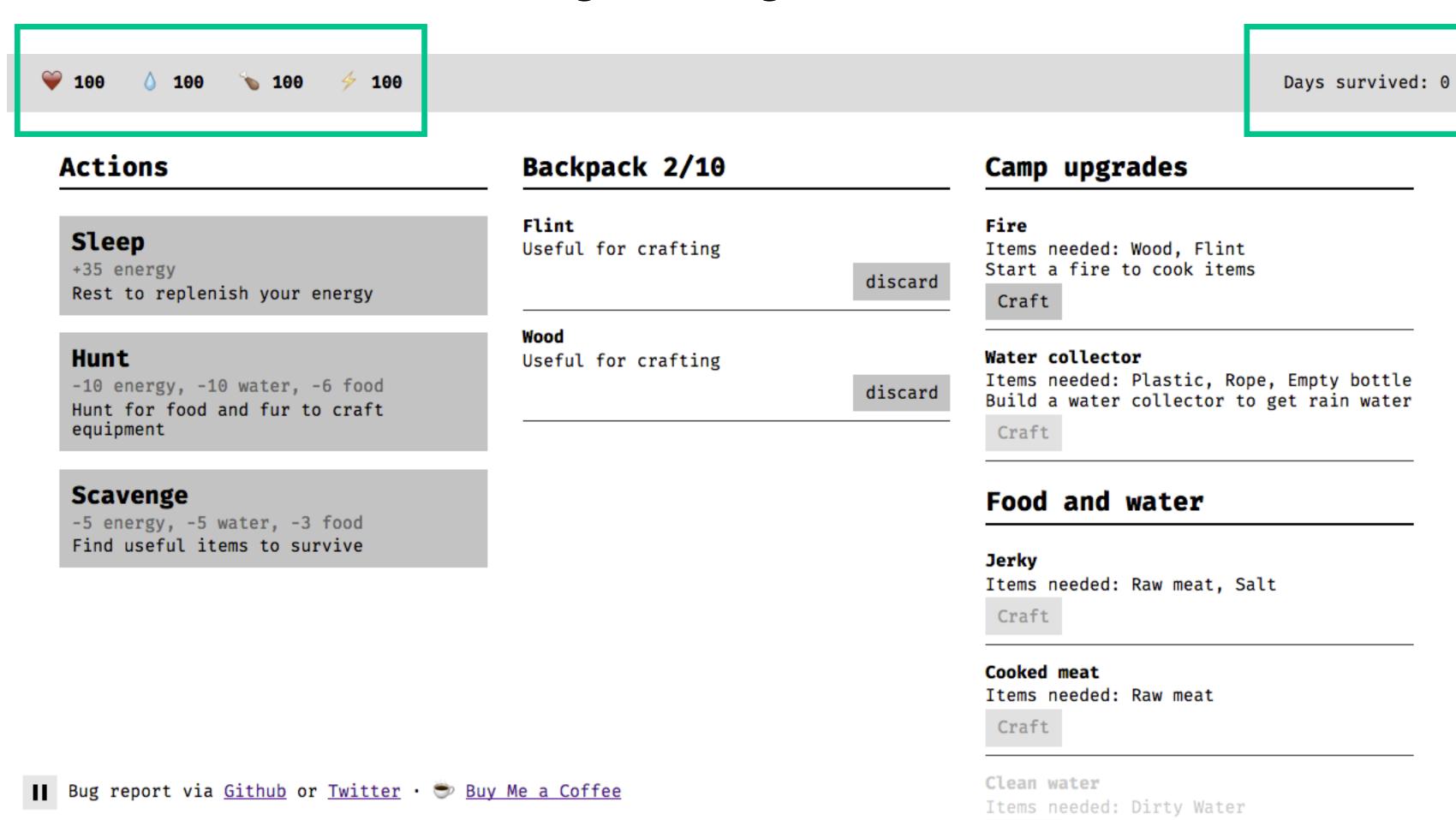
Clean water

Items needed: Dirty Water





Stats y DayCounter



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)
```