Imagine waking up cold and alone in a dark damp cave. You know there was some accident but you’re not sure quite how you got there, and more importantly, how you’ll get out. That is basic idea behind this game; survival. Our game captures the nuance and difficulty associated with trying to survive in an unknown location. We have invested a great deal of time to make the game as realistic as possible. Users face the challenges of losing all their health before they have left the cave, walking in to traps that leave them unable to continue (dead ends), and even wondering into stray animals with untold intentions. In a situation like this a person needs to be able to make informed decisions quickly. To reflect this, we have a given the user access to all the raw information they need. We give them a status report of their health, the items they have acquired, and even some general hints about their location in the cave. All the information is available to the user on a dashboard for easy interpretation.

* There are multiple ways to escape. Some require luck while others depend on your ability to explore.
  + Exploring a location and traveling to a new location decrements a user’s life.
  + Traveling to locations with food increase a user’s life.
  + There is a cliff (dead end) that a user will lose if they travel to.
* There are animals and people that the user can encounter.
  + When a user meets an animal, like a bear, it must have a gun otherwise it loses. The Gun is located at a specific location that the user could traverse to then explore
* When a user meets a man, he can choose to run away or fight him
  + Running away will take life.
  + Fighting him is a game of chance where the probability of the user win is dependent on his/her current life.