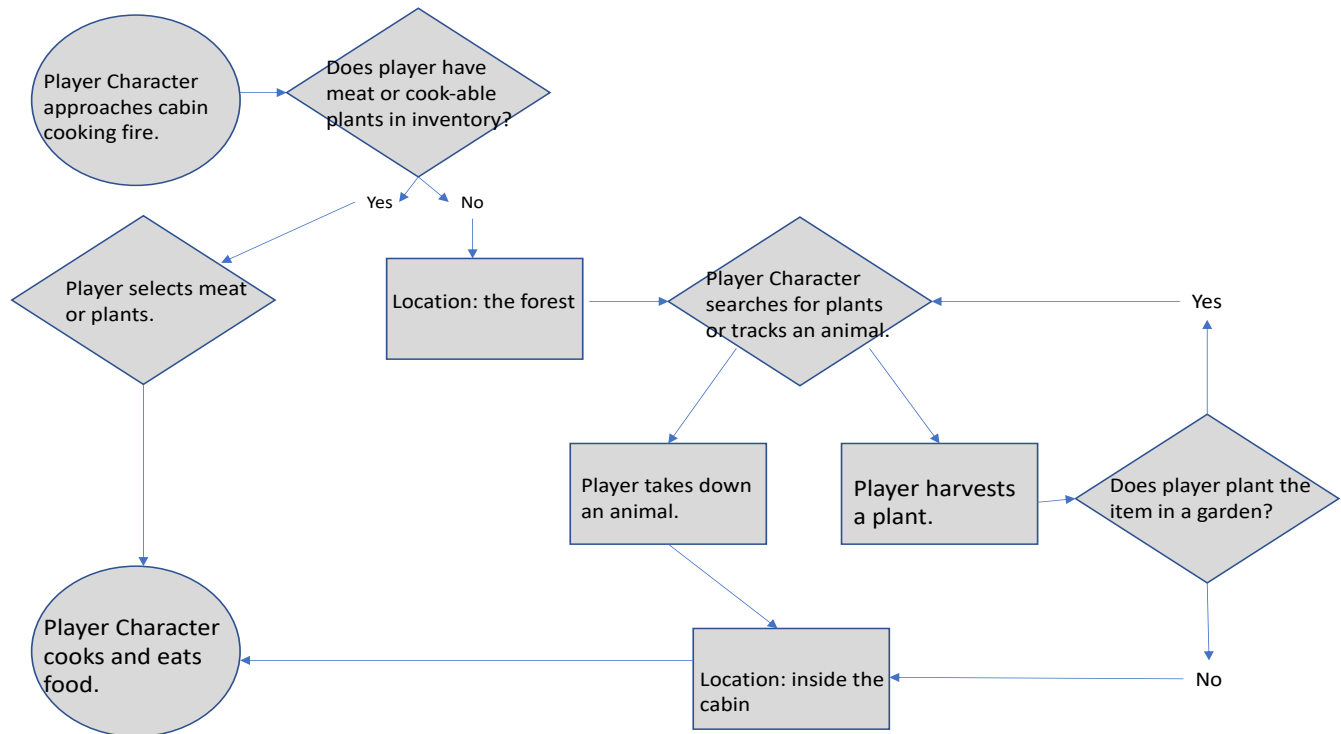


## 1. The Forest: Mission Loop Outline

### 1.1 Flow Chart Diagram



### 1.2 Mission Steps

The following steps make up the mission loop as diagrammed above (chart 1.1).

#### 1.2.1 Player Character approaches the cabin cooking fire.

In the cabin is a small fireplace with a cooking pot over it. This is an interactive item that prompts the “cooking” menu and produces food for the player character to eat. Eating fuels the player character’s stamina and health.

#### 1.2.2 Does player have meat or cook-able plants in inventory?

Raw meat can be cooked on its own or made into stews with edible plants. Edible plants include mushrooms, fruits, and vegetables found throughout the world.

##### 1.2.2.1 Player selects meat or plants.

Using the “cooking” menu, the player decides what to cook and then eat if they have edible food in their inventory.

#### 1.2.3 Location: the forest

The forest surrounding the cabin is where the majority of the game takes place. There are real-world elements in it, as well as a few fantasy aspects. See details on the forest.

#### 1.2.4 Player Character searches for plants or tracks an animal.

For a player that has weapons available to them, either they've strung their bow, crafted a knife, or have made traps, they can hunt and harvest many animals in the forest. This includes a bear, deer, rabbits, birds, and potentially wolves.

**1.2.5 Player takes down an animal.**

When the animal mob has taken sufficient damage, they will die, and the player can harvest meat from the body. Each animal drops raw meat, but the quantity of the meat is relative to the animal's size. For instance, a rabbit or a bird would not produce much meat, but a wolf or deer would produce enough meat for several meals.

**1.2.6 Player harvests a plant.**

Edible plants, poisonous and not poisonous, can be found in great numbers in the forest. The Player Character will keep a log that documents the poisonous from the safe plants to help the player get going, but unidentified plants will need to be tested and documented by the player.

**1.2.6.1 Does the player plant the item in a garden?**

If the player has made a shovel, they can plant a garden near their cabin. If the player puts something in the garden to grow, it will be removed from their inventory and thus cannot be used to cook.

**1.2.7 Location: inside the cabin**

The player must cook and eat inside the cabin.

**1.2.8 Player Characters cooks and eats food.**

Eating replenishes stamina and health and is also a task for their "quest hub" presented as a daily to-do list. It re-populates on the list every in-game day. The player must only eat once per in-game day for the quest to be considered complete, but many meals can be cooked and eaten without the incomplete quest in their list.