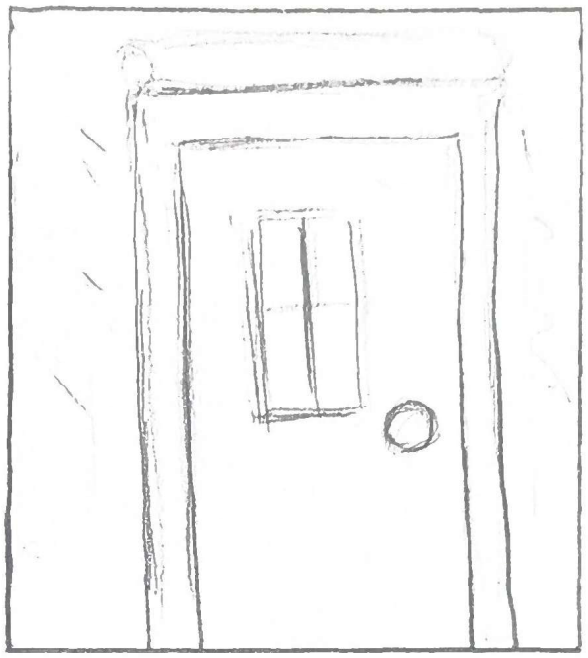
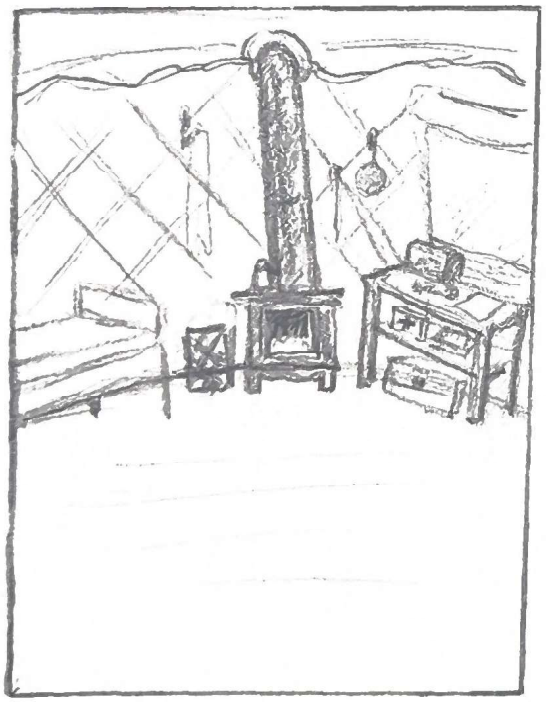
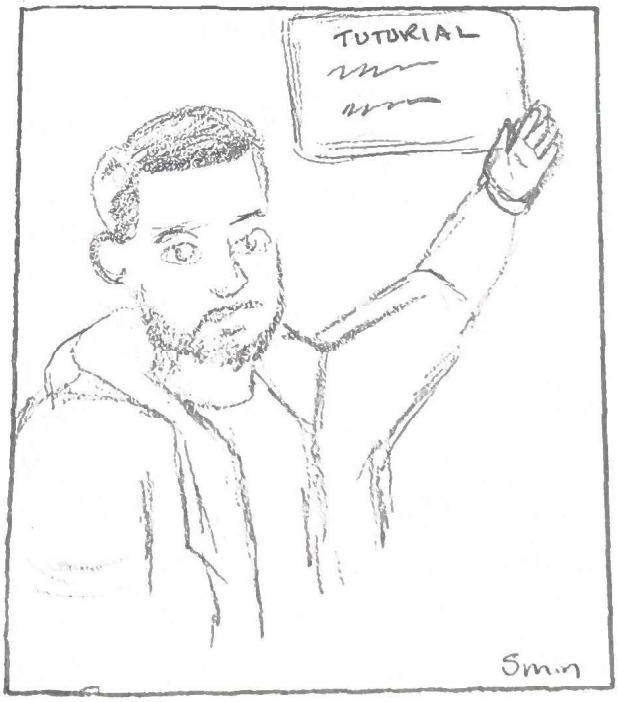
StEMvival : WINTER - 1







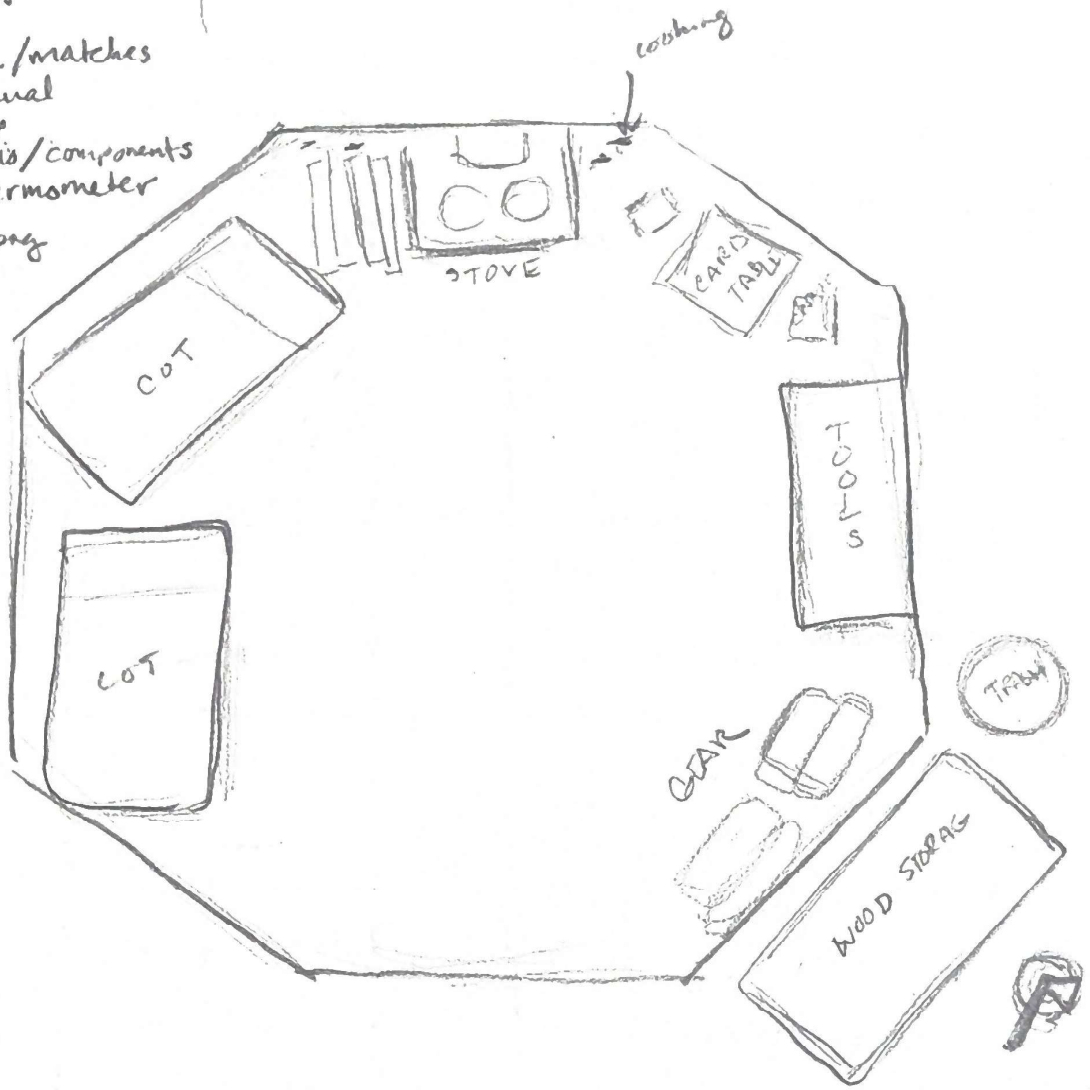


Elements:

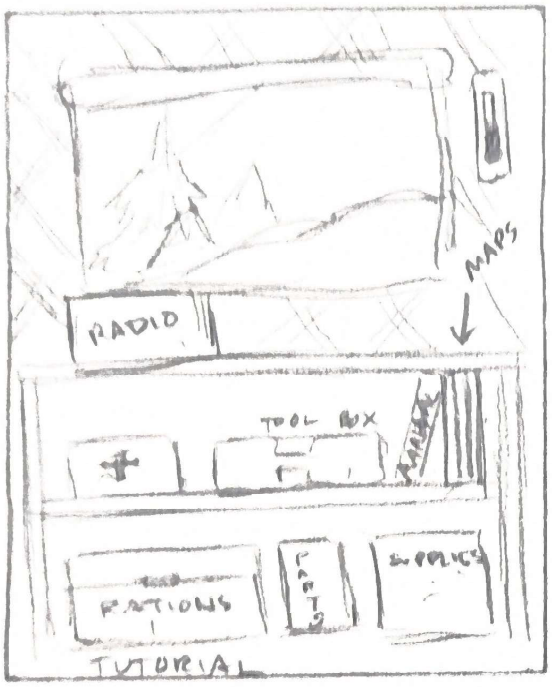
Time-based challenge
NPC Dialogue
Interactions
- Doors
- Axe/wood
- table/chairs
- First Aid
- Tools
- Gear bag*
- rations
- cots
- Stove/matches
- manual
- map
- radio/components
- thermometer

* bed roll / sleeping bag
* water
* fire starter

weather events
lighting
Sounds
- fire crackle
- snow crunching
- wind
- NPC voice overs
- radio noises
- door open
- item thud

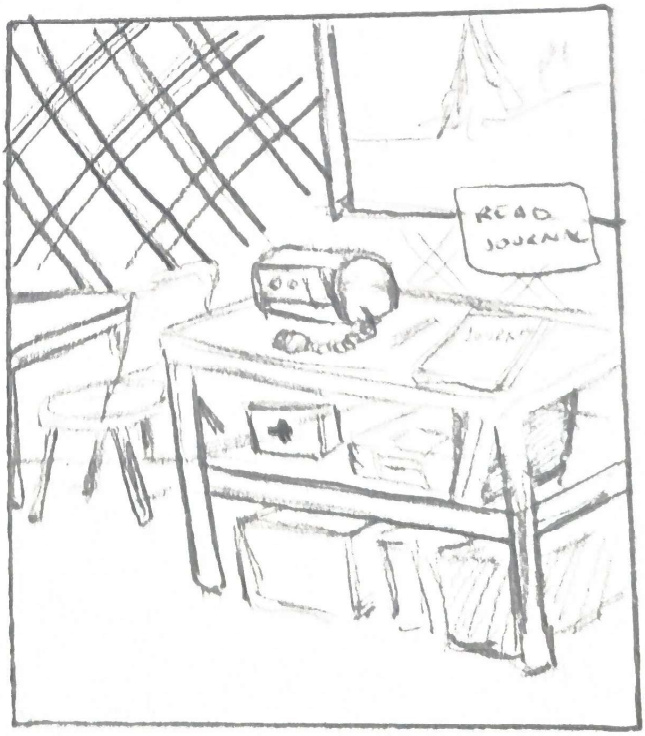


StEMvival: WINTER-2

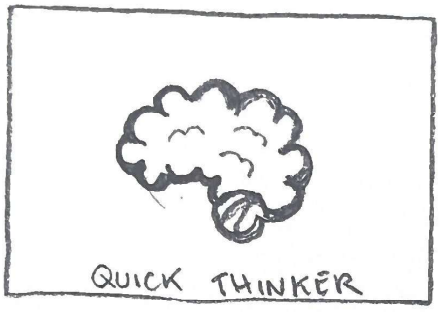


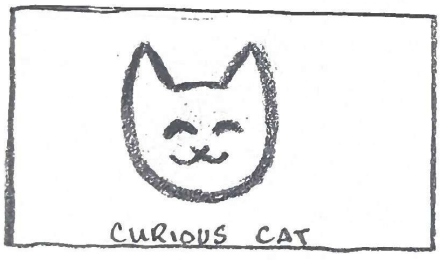


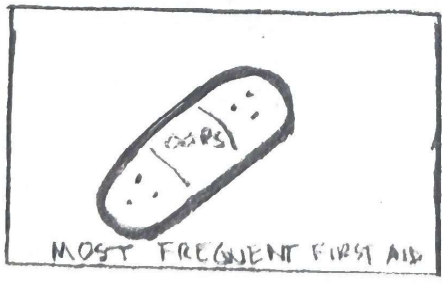





MOST OBSERVANT


QUICK THINKER


CURIOUS CAT


MOST FREQUENT FIRST AID

StEMvival: WINTER-3

