

Those left behind

→ control screen  
→ spread analysis

1 Main Screen

managed screen, allows for  
making changes, assigning  
people to actions

2

'inner circle'

by hovering you can  
see opinions about  
solve decisions you  
are about to  
make

3

only when needed

4 Map of the camp

enlargeable, automatic  
redirection of the  
camp based on  
player's decisions

'Side' Area

CHILD

UNCLE

GRANDMA

AUNT

'Control' Area

Additional feature  
of the decision  
the player has  
made in the  
game

'Resource' Area (shows the available resources and things)

'Main Focus' Area

active decisions  
active missions  
active problems  
chosen need  
overall humor/wellbeing  
pressing issues (no food/  
monies)

'Tools' Area

