

How to make furniture and build in Stranded Deep survival game

The following article will show you how to make furniture and build in Stranded Deep survival game.

Stranded Deep is a wild island survival game released on January 23, 2016. You will play the role of a survivor of a plane crash and be washed into a deserted island somewhere on the sea. Pacific. Your task is to survive the longest way possible.

To do so, the first thing you need to do is to create your own tools to survive, as well as to build shelter. The following article will show you how to make furniture and build in Stranded Deep survival game.

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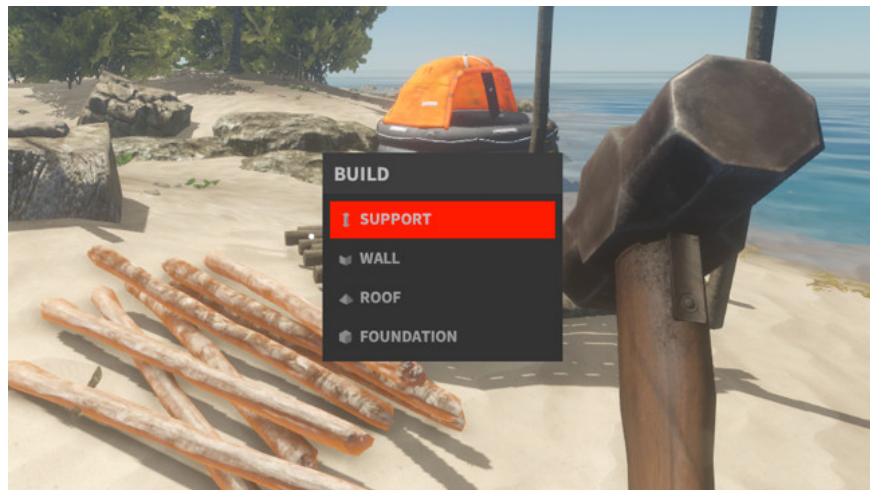
How to make furniture in Stranded Deep

Crafting is an in-game technique that allows you to create objects and tools to exploit the island's resources.

You will always be in **Crafting** mode unless you are building a house with a hammer. Items that can be used to make them will be flashing orange.

Dragging is the main technique used to **crafting** . You can drag any object that is usable by holding the right mouse button. Then drag all the necessary objects into a group to create objects.

After you have gathered all the necessary items to make, there will be a notice icon appear. Holding the left mouse button on the icon, you will see a small table appear, including all the options you can make.



Below is a table showing some things you can create:

Crude Knife :



1 x Stick



1 x Rock Shard



1 x Rope

Crude Ax (Rough Ax) :



1 x Stick



1 x Rock



1 x Rope

Crude Hammer :



Spear Crude :



Campfire (Small campfire) :



5 x Sticks

Fire Pit :



1 x

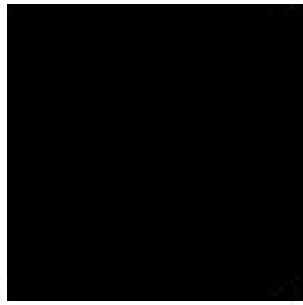
Campfire



6 x

Rocks

Fire Spit (Cooking skewers) :



1

xFire Pit



3

xSticks



1

xRope

Way to build in Stranded Deep

Building is an in-game technique that allows you to build things like houses using available resources.

To activate the building mode, you need to hold on to **Hammer (Hammer)** or **Crude Hammer (Rough Hammer)**. Items that can be used to build will flash in blue. Using **Building** techniques is quite similar to using **Crafting** techniques. You group items that can be rebuilt and a screen will appear with a notice icon.

Holding the left mouse button on the icon, you will see a small table appear, including all the options you can build.

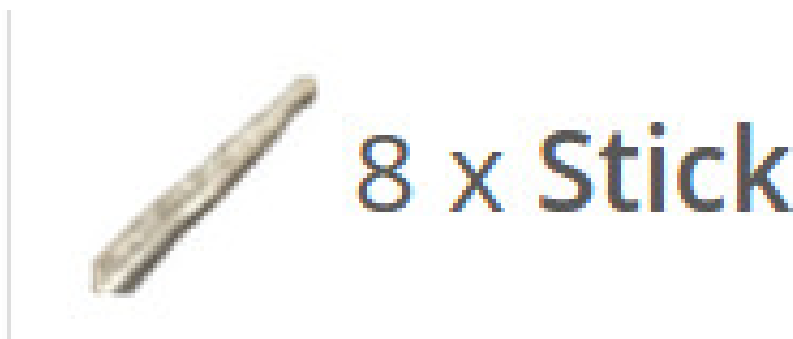
Below is a table showing some things you can build:

Shelter : To build a house, you will need to build the **Foundation** first. **Foundation** can be expanded with **Supports (House column)**, **Wall (Wall)** and **Roof (Roof)**.

Raft (House construction) : Same as the formula for building **Foundation** but must be placed in the water.



Foundation (Foundation):



Supports (House column) :



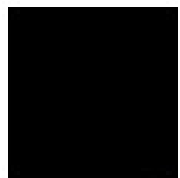
1 x

Foundation



1 x Stick

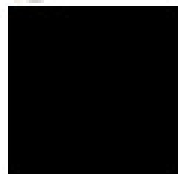
Wall (Wall) :



1 x Foundation



4 x Stick



2 x Palm Frond

Roof (Roof) :



1 x Foundation



4 x Stick



4 x Palm Frond

Steps :



1 x

Foundation



5 x Stick



6 x Rope

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