Final Game Ideas

* First

There will be a port city to explain influx of people each day.

* second

All Water sources will allow you to wash your clothes

* Third

There will be tasks each day you must do in order to remain human, you are required to also kill every three days which will increase the difficulty from that point on

* Fourth

Each task will have an associated minigame so that the player doesn't get too bored as a human.

* fifth

There will be four types of minigames with 2 levels, strength (chopping wood, carrying cargo), Speed (delivering letters, fighting), stamina (eating, carrying water). Strength improves damage, speed increases base movement speed, stamina increases hp and resistance to turning into a wolf.

* sixth

There will be fighting as a human to make being human fun.

* Seventh

Every so many nights the character will go on a rampage and his abilities and base stats scale based on how he trained, it will also make future days more interesting because the difficulty i.e. number of guards that spawn and their damage will increase.