Hungry like a wolf (Game Idea)

Concept/Story

Basically, you are a lonely wolf roaming in a forest near a farm. Only way to survive? Eat the animals surrounding you. Sure, you can try to chase the squirrels or some other wild animals, but if feel confident on tricking the farmer, you can go for the tasty farm animals on the other sides of the fence. Your health bar is constantly decreasing and the only way to regain health is to eat. Each animal gives its own amount of health and as you can guess, the bigger the animal the more health it gives you. During the day, angry farmers roam around the farm and if they spot you, they won't hesitate to chase you down and kill you to protect their animals. If it happens, your only options are runaway or scare them with your howling.

Functions/Interactivity

-Night and day cycle relevant to animal and human activity

-Big full screen map

-Interactive animal and humans responding to the wolf behavior

-Interactive environment

-Sound/Microphone reacts with environment (stay silent to be stealthy/scream to howl and scare farmers)

-Stamina bar with running ability (So manage your energy)

- Animal respawn, but not that fast, so manage your food as well

Technical

-Sound library for ambient sound and music / animal and human sound

-Rotation for wolf movement

-Control wolf with keyboard

-Add functions to make different animals and humans reacts with each other

-Class for animals, for the wolf and for the farmers