HUNGER

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CONCEPT STATEMENT

Hunger is gripping because it turns survival into a tense, choice-driven experience where every decision feels meaningful but uneasy, encouraging players to experiment with different compromises as they progress. Curiosity is a main driver of this game as discovering how the world reacts to player choices will test how long the cycle of sacrifice can be tested before it breaks.

GENRE

Survival Horror/Narrative Driven

TECHNICAL SPECS

3D single-player first person POV made in Unity, designed for keyboard and mouse input

## PLATFORM

PC (Windows, macOS, Linux)

TARGET AUDIENCE

Fans of atmospheric indie games focused on psychological tension, scarcity, and environmental storytelling.

STAND OUTS

- Irreversible Loss: Sacrificed objects do not return. Each choice permanently reshapes the environment.

- Environmental Feedback System: Lighting, sound, and dialogue shift dynamically based on hidden category levels.

- Boons & Instability: Moments of relief prevent predictability and reinforce the illusion that balance is achievable.

- Meaningful Choices: Players are encouraged to explore difficult trade-offs instead of focusing on a single optimal strategy.

GAME INSPIRATION

INSIDE, No I'm Not Human, The Long Dark, 60 Seconds, Spent
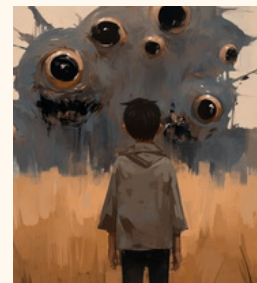
Overview:

Hunger is a first-person narrative/survival game set in a deteriorating farmhouse where a looming entity known as Don makes persistent demands. Rather than managing Don's hunger as a traditional survival resource, players must sacrifice meaningful parts of their home, relationships, and identity in order to survive. Each sacrifice permanently alters the environment and shifts hidden internal categories: Home, Family, and Self. Over time, these categories degrade, influencing dialogue, atmosphere, and available choices. The game explores the psychological cost of sacrifice in order to live.

Game Mechanics

Each day cycle, Don makes a request tied to a need (Warmth, Light, Food, etc.).

The player must search the farmhouse/interact with family members and the surrounding area in order to unlock items to sacrifice for said request.

Each item belongs to one of three hidden categories:

- Home
- Family
- Self

Sacrificing an item permanently removes it from the environment and lowers its associated category value. As category values decrease, the environment visually deteriorates, dialogue options change or disappear, and certain items become unavailable.

The player cannot see exact values, only the consequences. The game does not end with one wrong choice, but from long-term deterioration. Random environmental events may occur (below zero temps, crop loss, etc) alongside boons (reduced request intensity, small restoration, extra object) to raise stakes and allow for recovery.

Player Experience

The player explores a small farmhouse, dialogue, and a fenced field in first-person, searching for physical objects that can be sacrificed to satisfy Don's daily demands in 4 increasing monthly phases. Each object belongs to one of three hidden categories: Home, Family, or Self, and permanently removing it lowers that category, altering lighting, dialogue availability, and environmental detail. Rather than managing visible meters, the player experiences gradual psychological and spatial erosion as the world subtly deteriorates around them. The player will utilize WASD+E+point and click controls.

Game Flow/Loop

The game unfolds across four in-game months (Nov-Feb), each day beginning with a new request from Don (such as warmth, light, or sustenance). During the afternoon, the player explores as a means to find items to sacrifice. Once an item is sacrificed in the evening, the player will see its effects throughout the night. As the four months progress, requests intensify, environmental circumstances become higher risk, degradation accumulates, and occasional boon events offer brief stabilization before the final outcome is determined by cumulative loss.

GAME INSPIRATION