

George Hungers

Core Concept

You have a spaceship with an experimental living engine (George), that you must feed with garbage and manage his temperament to keep him happy so that he doesn't eat you along with your ship.

Design Pillars

- Ship Management
- Time Management
- Keep George Happy
- Sustainability

Main Mechanics

- Collect space garbage and feed it to George to keep his hunger in check
- Manage and repair other ship systems to keep George happy
- For each broken system, George gets hungry faster
- Each system has a different minor minigame/puzzle to fix (Among Us)

Target Audience

Target platform is PC. Target audience is sci-fi fans and people who enjoy other management games.

Inspiration

Among us.

Space beast terror fright.

Science fiction living ships.

General Sci-fi tropes

Interface and Controls

- Standard first-person controls (WASD, mouse camera control, left click to interact)
- George hunger bar, in world on panels around the ship
- Counter on screen for how much garbage you are carrying
- Screen space map that shows where you, George and any broken systems are

Visual and Audio Style

- First person 3D
- Depending on assets
- Dark

Assets used:

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-construction-kit-modular-159280>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-old-rusty-props-pbr-200267>

Known issues and bugs

Future Improvements

- Have the ship puzzles affect the rate of depletion of the hunger bar.
- Security camera system in world space – essentially screens the player can look at to see different room in the ship
- Background music and other sounds
- Model for George
- Tutorial and settings page
- No-gravity system – simulating space
- More challenging puzzles

Game URL:

<https://alexreidnz.itch.io/george-hungers>