HEARTH

Build houses to attract humans and increase their happiness, and gazebos to increase their love. After sufficient love and happiness has been built up by humans crush them and their houses to acquire these resources and use them to build demonic temples where demons can live out their days happily.

Humans:

* Attracted to houses
* Visit gazebos with other humans to build up love
* Wander around
* Generate happiness over time (ride slides for more happiness?)
* Crushed to collect love, happiness, and giblets
* Love increases hearts (giblets) dropped when crushed

Houses:

* Attract humans
* Click to build on an open area (resources?)
* Crushed along with humans inside to acquire love and happiness

Demons:

* Summoned by temples
* Gather love, happiness, and giblets
* Leave if there isn’t enough happiness to consume
* Wander like humans

Temples:

* Summon demons
* Can only be built with sufficient giblets

Gazebos:

* Two humans at a time enter and generate love

HUD:

* Counters for Love, Happiness, and Giblets
* Counters for number of humans and demons?

Happiness:

* Generated passively by humans (stretch goal of slide building for more happiness)
* Collected and eaten by demons to sustain themselves

Love:

* Generated when two humans enter a gazebo
* Increases giblets dropped from humans

Giblets:

* Dropped by humans when crushed, higher love = more giblets
* Used to construct demon temples (exact number pending)