* Scarecrow game where there is only one bird in existence
* Scarecrow is robot, on space station. Last bird in existence.
* Heart monitor for bird’s stress level.
* Hunger level for bird. If he doesn’t get to eat enough, it dies.
* Bird will eventually die. Either your corn is all eaten, or the bird dies from hunger, or from fear. Game will prompt you to restart, but you don’t have to.
* If bird dies, game doesn’t end. Days and days go by. Lights turn off, cobwebs grow. Eventually the bubble crashes into the sun.
* Scarecrow robot has battery level. Win state is battery dying, successfully protecting both bird and corn. Dying knowing you served your purpose.
* Ragdoll arms. Wiggle mouse to wiggle his arms.
* Power consumed correlates to amount moved.
* Corn is finite resource?
* Bird gets more aggressive as it’s hungrier.
* Scarecrow can kill itself by wiggling until its power is dead.
* Need some notion of how aggressive your flailing is towards the bird.
* Four corn states, flips instantly to another.