**IDEA 1:** VR Survival/crafting game loosely based on the fable of the three little pigs.

Rough outline:

* Player wakes up on an abandoned farm.
* Player has to survive by managing stats like hunger, thirst, cold, etc.
* Game has day/night cycles:
  + During day thirst increases more quickly.
  + During night cold increases more quickly.
  + Hunger increases when player moves/performs actions
* At night the “Big Bad Wolf” roams the farm. Player has to avoid him/scare him off.
* Player will need to find food to reduce hunger:
  + Pick apples from trees.
  + Pick corn from fields.
  + Fish in stream.
  + Etc.
* Player will need to find water to reduce thirst (from well, stream, etc.).
* Player will need to find materials to build shelter, make tools, build a fire, etc.
  + First available material will be **straw**:
    - Can be taken from straw piles/hay bales around farm.
    - Can be used to make “**Small Fire**”.
      * Goes out quickly if not given more straw.
      * Provides small amount of warmth (reduces cold buildup) if player stays close.
      * Doesn’t scare off Wolf.
      * Can’t cook food.
    - Can be used to build “**Straw Hut**".
      * Provides small amount of shelter (reduced cold and thirst buildup).
      * Can be easily *Blown Down* (destroyed) by Wolf.
    - Can be woven into rope
  + Second material is **twigs**:
    - Can be found on ground around trees.
    - Can be cut from logs once tool (axe) is available.
    - Can be used to make “**Bonfire**” (combined with straw).
      * Goes out less quickly than Small Fire, needs more twigs less often.
      * Provides moderate warmth.
      * Scares off Wolf at moderate distance.
      * Can cook food.
    - Can be used to build “**Twig Lean-To**”
      * Provides moderate shelter.
      * Less easily *Blown Down*.
    - Can make multiple tools:
      * Fishing rod (combined with rope)
      * Torch (combined with rope and straw), can scare off Wolf
      * Ladder (to pick apples)
      * Basket/bucket
      * Cup
      * Etc.
  + Third (last) material is **stone**:
    - Can be collected on the ground or dislodged from abandoned structures.
    - Can be used to make “**Fire Pit**” (combined with twigs and straw):
      * Lasts a long time without adding twigs.
      * Provides a lot of warmth.
      * Scares off Wolf at great distance
      * Can cook food
    - Can be used to build “**Small Stone House**” (combined with twigs).
      * Provides a lot of shelter.
      * Can’t be *Blown Down*.
    - Can make more tools:
      * Stone axe (combined with twigs)
      * Stone hammer (combined with twigs)
      * Etc.
* Game is lost if player reaches maximum hunger, thirst, or cold
* Maximum values of hunger, thirst, and cold can decrease/increase based on game difficulty.
* Game is lost if player is caught by Big Bad Wolf.
* Game is **won**if player builds *x* number of fire pits (determined by game difficulty) and keeps them burning through a full night.

There are a lot of useful free asset packs available in the Epic Marketplace that would work with this theme. I downloaded a few of them, but haven’t loaded them into UE5 yet.