Awesome.   
  
I want to be able to fly a tiny little airplane. Get to it, op.

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Who needs good art? Just make the gameplay addicting and you have yourself a hit. Just look at Kingdom Of Loathing. Fucking stick figures and these guys make bank with items of the month and Mr.Accessories.   
  
Need some creeps, OP. Something to make the game shit hard but still enjoyable. Need some kind of system where the player gains X over an amount of time in order to keep them hooked. Implement a multi-player server. Shit along those lines.  
  
Fuck yeah indie developers.

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Assemble shelters, hunt and gather food through various means. Fishing.  
  
Temperature, foraging for berries and fruits.  
  
Digging for roots, crafting skill implementation. Used for combining items, you need practice to complete harder projects or things you are not used too.  
  
Storing foods and preserving them. Cooking utensils like making stewing pots using bamboo. Knives and other basic tools.  
  
No smithing or advanced crafting that would take special equipment, too unrealistic.  
  
A proper injury/body system where simple injuries like cuts heal fast but complex injuries like broken limbs take time to heal and must be treated.  
  
Overall immune strength system, too many cuts and you could get infected. Could be combined with a cleanliness system.  
  
Latrine digging, needs poo simulation.

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