Ludum Dare 42

Running out of space

Idea:

World falling apart and you have to move your essential stuff to survive.

Island made from tiles, tiles will fall down so island keeps getting smaller. So, less place for your stuff.

Start of with basic stuff distributed over the island.

Move them by pushing them around

Stuff includes:

* Bed
* Food
* Shelter

Character:

* Hunger system

Index all tiles

Origin point

Organize the index based on the distance from the origin

Destroy the tile furthest away