Island Game

Main Menu asks for new game or load existing game. New game prompts a name and starts the sim. Load asks for name and starts the sim.

When the sim stars, it is at a hub. The starting hub is determined by a code in the save file. It has a description based on morning, afternoon, and night.

From the hub, you can see a menu of personal stats, including hunger, energy, skill levels, clothing, and weapons.

From the hub you can also explore surrounding regions and hunt and gather as well as explore mysteries on the island!

Hunting and gathering gives you food and materials to build clothing and shelters. It also raises your skill level.

THINGS TO BUILD:

-time system

-crafting system

-building system

-personal stats menu

-main hub

-save files