**Description**

Hunger Wars is an entertaining and addictive single player game. The story is based off Elif the Emoji who crashed his spacecraft while heading back to his home planet of Emojiville. The crash caused all his food supplies in the spacecraft to be scattered across different planets in the Galaxy.

The aim of the game is to retrieve the lost food from the different planets – which in the game is represented by different levels. However, the catch is that the spacecraft damaged one of its loading docks on impact. Therefore, only the essential food items should be collected, and the junk food should be avoided. The foods that constitute as essential are those that are healthy such as the water and broccoli whilst the pizzas and burgers are considered to be junk foods.

The rewards scheme in this game is a points-based system. Collecting essential items will award you with points, where a certain number of points will allow you to complete the level and move onto the next planet. The levels get progressively harder as the food starts to move faster due to the stronger gravity on the latter planets. On the other hand, collecting junk foods will make Elif fatter and fatter to the point where he explodes! This results in the player losing the game. To win the game, the player must collect enough healthy food to complete all the levels without causing Elif to burst and allow him to return safely home.

To add an extra element of fun, the game can be played in either Campaign mode or Survival mode. The aim of Campaign is to complete the story by beating all the levels of the game. Survival mode is an intense battle against the timer to see how long you can last facing a crazy barrage of pizzas. The more slices of pizza you eat, the faster Elif grows to the point where he fills the screen and explodes. Lasting the full 60 seconds will allow the player to successfully complete survival mode.

We hope you have fun playing the game!