General “Goal”: To survive, if you over-hunt and wipe out your food supply, you will starve to death. If you under-hunt you will starve to death. Try to live long enough to die of natural causes, that’s life.

Controls:
- Use the arrow keys or WASD keys to move around the game board.
- You can use the mouse to click the NEW and NEXT buttons.
  - The NEW button will reset the game, and the NEXT button will progress 1 generation without moving your bird.

Mechanics:
Your hunger meter has a maximum value of 10, meaning you cannot survive more than 10 generations without eating.
You will die of starvation once your hunger reaches 0.
Your bird can survive for 400 generations before dying of old age.
You cannot move outside of the game board.

Philosophy and Moral:
This game teaches about the dangers of gluttony, the importance of sustainable hunting, and the ultimate futility of life. You can *win* the game by dying of old age, however in reality it means that you spent 400 generations just playing a this game of life, ultimately seeking a delayed death instead of simply starving. From the player’s point of view, dying of starvation in this game could be considered a mercy, a way to escape the meaningless cycles of the hunter. It is for this reason that neither starvation or death by old age is considered a win state, simply a potential outcome.

Through this game I intend to have the user contemplate their life’s purpose, are you just working and going to school so you can make money and survive in this late-capitalist society? Or are you seeking something more? Is it the journey that matters, and not the destination? Do you feel like the crow, trapped in a 20x20 grid hunting worms, just so you can live to see the next generation?

Happy Hunting!