

Pounce Master

An arctic fox explores the snow covered steppe, pouncing on hidden prey hoping to survive in the harsh environment



alamy

Image ID: W7WRHE
www.alamy.com

Largely based on:

<https://www.npr.org/sections/krulwich/2014/01/03/259136596/youre-invisible-but-ill-eat-you-anyway-secrets-of-snow-diving-foxes>

Player detects prey with audio and visual clues, then attempts to pounce on it through the snow.

Needs:

rigged fox model

rigged wolf model

rigged prey (ears and tails move)

some kind of snow shader that has interactive volume and shows footsteps

such as <https://godotshaders.com/shader/car-tracks-on-snow-or-sand-using-viewport-textures-and-particles/>

a simple hillside with winter foliage

hunger meter, or require X number of kills per day before heading back to the den. how many days can you last? staying out later risks encountering the wolves... but hunger is hard to sleep through.

Really chill vibes (er,) - zen calm game, the sound of snow falling and crunching.

Revision #3

Created 2026-02-13 20:03:08 PST by seans

Updated 2026-02-13 20:35:15 PST by seans