

What is Don't Starve? Overview of the game Don't Starve

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If you are a hard fan of survival games like Minecraft, you will not be able to ignore a bright name in recent years. That is Don't Starve, received many awards voted the best indie game in 2013. In this article, let's talk with Thu ThuThuyMuong.vn to find out what **Don't Starve is and an overview of the game 'Don'. Don't Starve !**

General introduction

Don't Starve is an open world survival game developed by cultivator Klei Entertainment, first released on April 23, 2013. The content of the game follows the character of scientist Wilson, brought to the mysterious wild world by the evil forces. Wilson must learn to rely on nature to live there until he finds a way out. Your task is to keep your character healthy, eat well and have a good mental state. Along with that is having to deal with dangerous creatures.



Don't Starve is considered to be Klei's first foray into the survival genre. It was formed during the peak of survival games, influenced by Minecraft and filmmaker Tim Burton. The game has received positive reviews from critics, praised for its art style, music and gameplay. The point that makes Don't Starve unpopular is that the difficulty level is quite high and the chance of revival is very low. However, for those who prefer challenges, this is the highlight that makes them decide to choose Don't Starve.

Style play

As introduced, the goal of the game is to survive for as long as possible, the number of days you have spent will be displayed on the screen, each day is equivalent to 8 minutes of real time. The number of days of your survival will be accumulated with more experience points, the more will open new characters, in addition the game retains a few records of your playing progress. Wilson is the default character unlocked first, then Willow when reaching 160 exp. The last character is Woodie with 1600 exp.



The game is based on a **day / night cycle** that causes fluctuations in playing style. During the day, players spend most of their time exploring the world: collecting food, fuel, and other resources, breaking recipes and avoiding enemies. When night falls, the character standing in the dark for too long will be demoralized and attacked by the night monsters, the way to overcome is to find the light source to have a vision.

Along with the day / night cycle, the game also has a **seasonal cycle**, each season will have a different ecosystem characteristics, requiring you to prepare all the necessary conditions to live when the environment changes.



The diet in the game is also very interesting, players can pick fruits, hunt, cultivate, raise animals to get food. Food will spoil over time, cooking in the kitchen will increase the quality of food, eating raw, spoiled or toxic foods can lead to mental and physical exhaustion. So you need time to gain experience to know what you need to eat. To develop games, you need to create new tools to increase your living conditions, master and explore the world.



The three main attributes of the character are **Hungry**



, Spirit



and **Blood**



. Blood sustains your life, and when you run out of blood by a certain agent, you die. The default hunger index decreases over time, you need to eat to increase it again, when hunger is too low, your Blood will continuously be reduced to death.

Mental Score drops during sunset and at night or comes from actions that are offensive to the character, such as eating bad food, digging graves or fighting monsters. To boost your mental worth, you need to do some mental stimulation activities like sleeping, picking flowers and wearing fashionable clothes.

Control

You will control the character in the 3rd perspective with the default keys as follows:

Keys Function **W** Move forward **A** To the left **S** Move back **D** To the right **Q** Rotate the camera 45 ° counterclockwise **E** Rotate the camera 45 ° with clockwise **scroll** Zoom in / Zoom out **Space** Interact with target (except attack) **F** Target plate **1, 2, . 9, 0** Shortcut keys for 10 item inventory **Caps Lock** Hide, create bar **Tab** Map **Esc** Menu pause **Ctrl** **Ctrl-Click** on a stack of items in the inventory split it half When holding a stack of widgets **Ctrl-Click** to place an item from the stack Hold **Ctrl** to replace behaviors with the mouse when interacting with **Ctrl-F** objects to automatically attack neutral creatures (Pig, Bo Lai, .) **Alt** **Alt-Click** to Observe / Comment on objects and objects **Shift** **Shift-Click** move stack of objects to another container **Ctrl-L** **Show the Debug** **Backspace** log Switch the Debug ~ Console screen

Don't Starve game interface



1. **Crafting bar** - Here shows the tools you can craft, along with the materials needed to create them.
2. **Equipment** - at the bottom of the screen, you will see the equipment and items that the character is holding on. The last three boxes on the right are the items that are being worn on people such as Armor, Weapons, Hats .
3. **Navigation buttons** - Open map, pause game and arrow to rotate camera view
4. **The index of hunger**
5. **Mental index**
6. **Fitness index**
7. **Clock** - The face of the watch is divided into different components to indicate the time including: yellow (daytime), red (late afternoon) and blue (night time), you need to rely on this watch to identify the tasks. things to do. Along with that it shows the number of days you have survived and the moon's period, keep this in mind because when the full moon will have surprises for you.

Landscape in Don't Starve

The map in Don't Starve creates random landscapes, in each landscape you will recognize its characteristics and can find different types of resources and communities. The main landscapes include: **Forests, meadows, deserts, marshes and rock valleys** .



Don't Starve characters

Name

The index of hunger

Health index

Mental index

Damage

Ability

Wilson



150

150

200

1.0x

Long beard grows over time.

Willow



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