

Don't Starve 10th Anniversary Full Chronology: From Concept to Release



The creation of Don't Starve was a real experiment for Klei Entertainment, which was created in a completely different way than all studios previous games, and at the same time became a stunning success. I bet most of you got to know about Klei through this game series :D

Today, right in the decade of the game since the first announcement, I'm going to walk you through absolutely everything I could get my hands on, starting from its idea during Game Jam 2010, subsequent transformations, and to the game release in 2013.

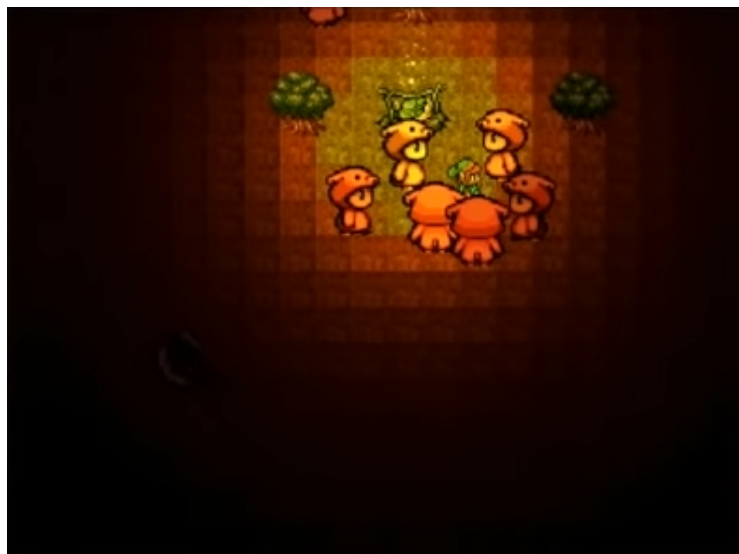
!NOTE! The text may contain slightly distorted information in some points due to incorrect interpretation of the author. Especially to avoid inaccuracies, I tried to attach as many sources as possible, so that you can read them yourself.

[\[Klei Forums Discussion\]](#)



Art cover by [MEATGOOD](#)

Game Jam 2010 — Game Prototype



Before each winter holiday, Klei held an annual Game Jam where the development team was divided into small groups of several people, each of whom had to present the game concept in a limited amount of time. Actually, 2010 was no exception. One of these teams was the group from Kevin Forbes and Ju-Lian Kwan, which, two days later, presented an early prototype of the game "Don't Starve". It was written in Python using models taken from the Internet. The goal of the game was that, playing as a 16-bit Link (it was his sprite that was used), we needed to live as long as possible, maintaining health, which also was an indicator of hunger. Every night pigs appeared near the player's camp: the more there were, the more intensively the indicator fell. To avoid this, the player needs to kill the pigs with an axe from Castlevania and use their meat to restore their health. Funny that the most of the development time was spent fixing issues with OpenGL.

As you can understand, the concept of the game at that moment was very simple, but it already showed through the main aspects on which the final product would be built.

They will return to this idea already two years later, after the completion of the development of Shank 2 and the parallel start of the development of Mark of the Ninja.

[\[Source\]](#)

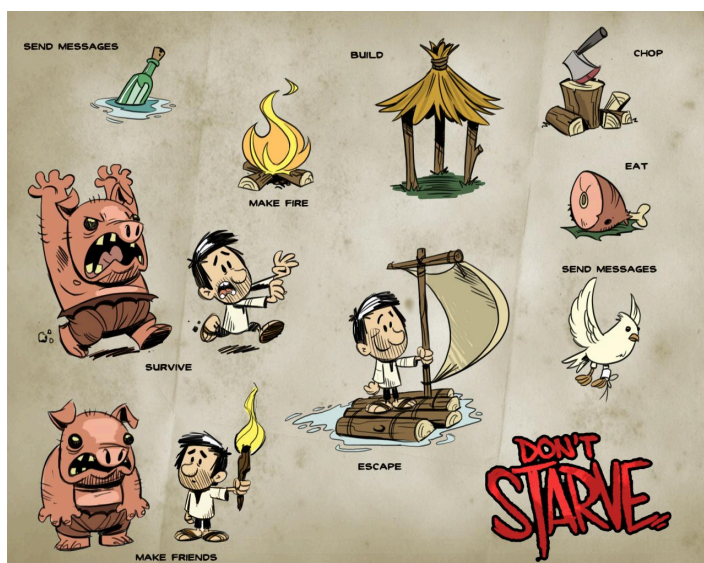


Art cover by [MEATGOOD](#)

Formation of the game idea. Alpha version of the game (December 2011 - May 2012)

Now moving to December 2011: in parallel with the development of Mark of the Ninja, a team of four people (3 programmers and 1 artist) was assembled, whose strength was directed to the development of the game in the shortest possible time, that is to bring it to a minimum viable state, to put it online then. The goal was to see if people would like the product itself to understand whether to continue working on it or not. At the time, it had to be distributed free of charge, as the developers wanted to do an experiment with analytics tools in order to understand in which direction to move forward. What if not a Free-to-play game is going to be better for this? Again, the free-to-play nature of the game was also an occasional stumbling block along the way. The studio has already had a not-so-successful experience in creating Free-to-play games, called Sugar Rush, which is a sort of variation of Super Smash Bros.

The team spent a lot of time thinking about the IP they were going to create, but decided to stop, as is easy to guess, on the prototype from previous Game Jam. So, they got together with art director of the studio, Jeffrey Agala, that made this little concept art:



— [\[Image Source\]](#)

As you can see, the style at the time was characterized by bright colors and such roundings of all elements of the environment to emphasize friendliness. The main character looked like Flintstone. This style was chosen because of the initial orientation to the casual audience. So, starting with this concept art, formed the original game design called...

Mayor of Pig Town



The game was to be divided into two territories:

- The first is your online gaming base, where the player spent most of his time, built and developed it. It was inhabited by pigs, who were your citizens. The number of the population depends on the actions of the player: positive - growth, negative - decline. In addition, you could buy truffles for pigs for real money, and other players could see what your base looked like.
- The second is the location for adventure races in search of various resources for the development of the base. For example, one location could be the desert, where the player would explore ancient ruins and kill wild beasts like beefalos. All this, of course, was limited to the player's endurance, which he had to replenish by waiting on the base.

It was with this idea that Klei went to ask for online platforms, one such was the Chrome Web Store, allowing you to run various games in the browser (the ideal example of a game that was distributed under such a scheme is Angry Birds). The main reason for choosing the option of distributing the game directly through the browser was the frequent updates every few days.



[\[Source 1\]](#) [\[Source 2\]](#)

An early example was developed from scratch on C++ using studio material from past projects. As the game targeted a very wide audience, the graphics were cut back from the studio's past games so that it could work on any hardware of the time. Most of the code, as it is now, is written using Lua. After a month of work, only the basic controls and the world on which some entities moved were ready.

From this stage begins the prototyping of the gameplay. Its main concept was to provide easy-to-understand tools for the player in the form of the surrounding world for further interaction with it. That is, the player understood that if he had basic resources like branches and flint, he could create an ax; if he has an ax, he can cut down a tree; if there is meat, he can cook it on a fire made from logs that he got with an ax. So the idea of a cycle was created, when in order to have a tasty meal, the player first had to do the action "A", "B" and "C" in a certain sequence.

Once the core gameplay was done, the developers got some people on Craigslist to test it and provide feedback. In general, the feedback was extremely positive, which made it clear to them that this idea should be developed further.

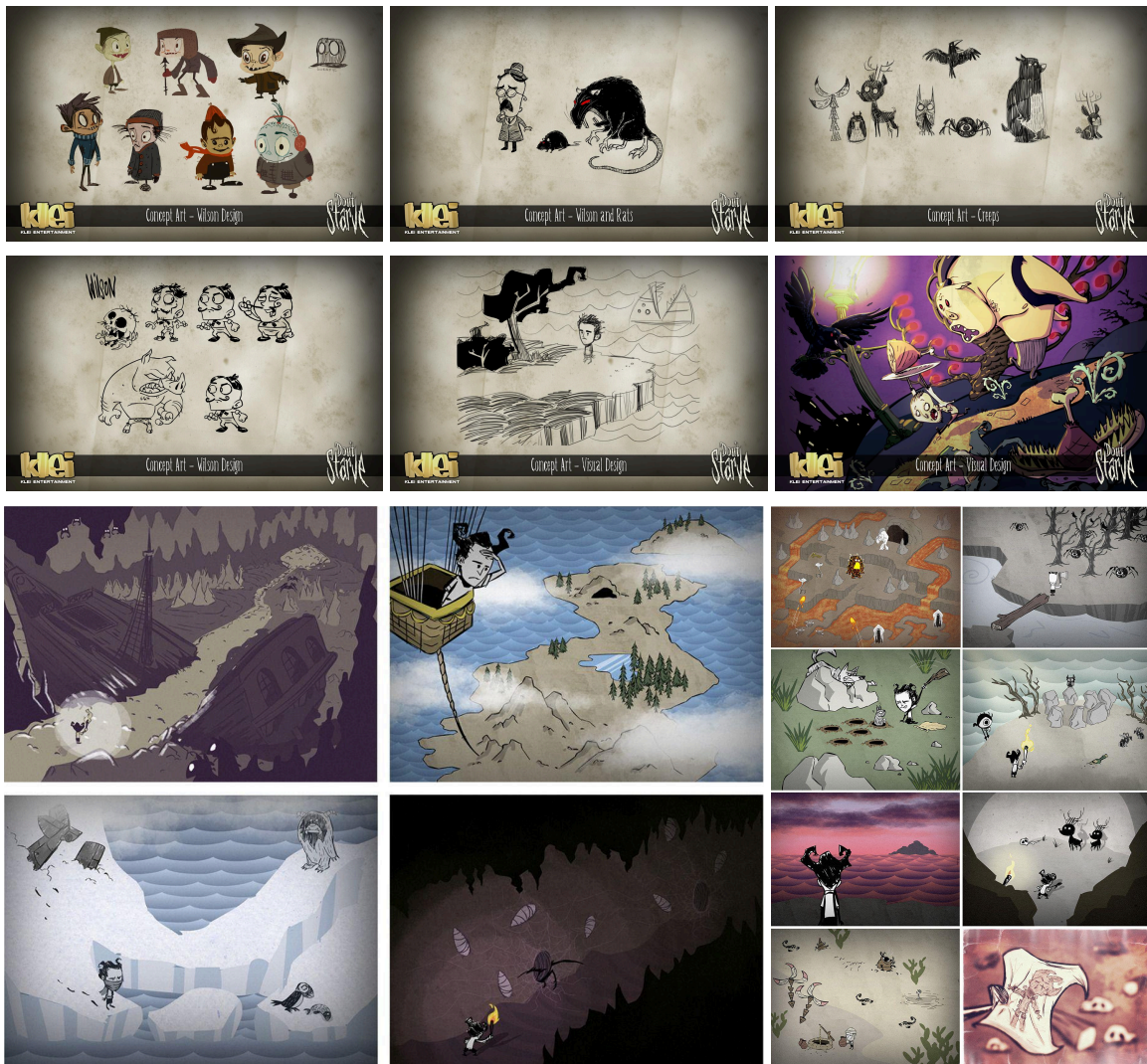
Initially, worlds had to be created manually through the level editor (at that time Kevin called it "Feast", and the engine was called "Famine"). The further away the terrain was from the spawn, the more difficult it became, giving the player the opportunity to deal with the basic controls at the beginning. In the course of research, the player would find spiders or a village of pigs with a king. The Pig King, as planned, was supposed to give the character quests from the category "There is a bunch of vile spiders nearby, you need to kill them", for which he could give the key as a reward, which would be required to continue. As a result, after about a week of development of level, the result was very unsatisfactory, because the gameplay was simply boring and drawn out. Yes, spending an extra week or two could bring the level to an acceptable state, but there were a dozen such levels to be made, since one of the elements of monetizing the game was unlocking more adventure levels available per day. The developers decided to revise this generation system, and settled on the procedural one, inspired by various roguelikes.

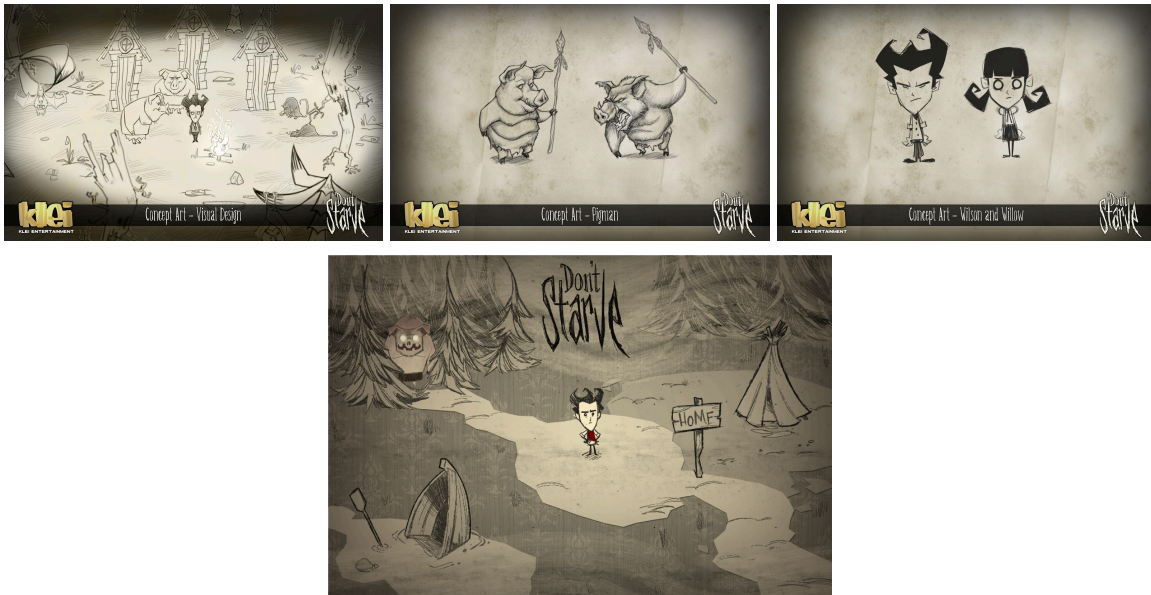
The procedural generation of the world was programmed by Alia McCutchen. Initially, the generation consisted of circles, which eventually carried over to the beta of the game. Each

circle had a certain biome and structures in it, and personified its narrative node, which would tell its own little story.



As we delved into the details and revisited some of the key aspects of the game that we'll talk about next, the game's visual design has changed in parallel, friendliness and bright colors to a more drab palette and a sense of desperation.





[\[Source 1\]](#) [\[Source 2\]](#)

The developers did not want to introduce tutorials in any form into the game, and to emphasize this point, they subsequently introduced a system of permanent death. Thus, learning was based on trial and error.

Alpha Version



[\[Image Source\]](#)

Two months after the start of work on the game, the developers already had such a build in their hands, it can rightfully be called the Alpha Game Version.

The main difference between the alpha version and the final version (apart from a single indicator in the form of hunger and interface elements that changed from concepts to the release of the game about 4-5 times) was the presence of goals that were displayed on top. With the help of them, the player could get acquainted with the game world and by goals understood what to pursue. At that time, the whole process of completing the tasks took 30-40 minutes and the text with the tasks ceased to display, after which the testers asked "What to do next?", but what they got was the answer that this is a sandbox and you can do anything you want. But apparently, after completing all the objectives, they stopped advancing further, because they thought that these tasks were the only interesting experience that the game could provide. That is, what the developers represented as

secondary goals, players considered the main goals of the game, after which the game will be considered as passed. ![ADD DESCRIPTION OF THEIR ONE ARTICLE]

Original Concept Revisited

But even at this stage of creation, it was not even half of the plans, like, for example, a game base, where elements of monetization should have been present. Consequently, the developers have completely redesigned the monetization scheme and further development of the game, leaving behind the concept of "Mayor of Pig Town", although the game should still be distributed according to the Free-to-Play scheme.

So the main changes are:

- Second world has been removed. Now there will be no semblance of a "lobby" in the game - the player enters a new world, and already there he must develop his base
- No fatigue indicators. Since the separate world with the player's base was removed, there was no need for a fatigue scale that would limit the number of different quests on expeditions around the worlds.
- There should still be calls to action in the environment that would send the player on some small quest, like that King Pig quest, where the player had to kill a bunch of evil spiders to get the key
- All monetization had to go to the look elements (a.k.a. skins), and the opening of new types of biomes with new mobs, structures and other things. More flexible customization of the world was also offered for an additional fee.

In the end, even this concept had to be abandoned and switched to a completely paid distribution basis. The main reason for this was that if exploits were discovered, they could completely break the game economy, which would have a negative impact on monetization. You would have to be on guard around the clock to immediately fix any kind of exploits and holes found, which a small team of three programmers could not cope with. Especially for such a complex game, where the player interacts with a bunch of things and structures in a randomly generated world. This stage of development has become known as...

"The Anti-Social Game"

This version of the game design became the final one. It was built on four pillars:

- **Dark Humor.** The game was supposed to have a bad taste, which would be mixed with cynicism, as a slander over all sorts of gloomy topics like the death of a player.
- **Constant Scarcity.** A player could not become too strong to disembowel any enemy with one blow, and absorb a dozen of damage. Even if he advances as much as possible, this will not mean that he will not be able to lose it all in one moment, because he would still have the risk of dying in a blow or two, or inadvertently forgetting to take the necessary resources on a torch at nightfall.
- **Player Discovery.** The player had to get to know the world through experimentation, trial and error.
- **Mysteries.** The game should be much more than what the player could expect. So, a vivid example of this is the adventure mode, which the player could stumble upon only by chance, because the developers would not tell a new player about it. As a result, this forced the players to talk about various finds with each other, sharing their finds.

Focusing on this direction of subsequent development of the game, within a short period of time (from a few weeks to two months), the first game announcement post was published online and its public beta test began.

[\[Source\]](#)

[\[Confirmation that development started in December 2011\]](#)



Art cover by [Pfannkuchen](#)

Public Chrome Beta Test (May 18th — November 3rd)

May 18th — First Public Game Announce

Yes, the 18th of May can be called the beginning of the public unfolding of the game, and the first public mention of it in the network at all. At this point, it was distributed free of charge to everyone and was not publicly available on the Chrome platform, and presumably it could have been played from page <http://www.dontstarvegame.com/play.html> (Page not working now)

By the way, the domain "dontstarvegame.com" was registered on May 1, 2012, but it is not known what it could contain at that time since the site's first archive record is dated June. Unfortunately, the page with the game's announcement itself was not saved in the archives, and all that remains of it is the links from [other archived forum pages](#) and a snapshot of the description in the form of:

"Welcome to Don't Starve!"

Don't Starve is an upcoming survival / exploration game. You play as Wilson, an intrepid Gentleman Scientist who has...

1. 📌 Sticky: [Welcome!](#)

Started by [Kevin](#), 05-18-2012

- Replies: 0
- Views: 469
- Rating 0 / 5

Last Post By

[Kevin](#)

- [View Profile](#)
- [View Forum Posts](#)
- [Private Message](#)

05-18-2012, 02:04 PM

Welcome to Don't Starve!

Don't Starve is an upcoming survival / exploration game. You play as Wilson, an intrepid Gentleman Scientist who has...

— [\[Source\]](#)

I was able to completely reconstruct this fragment, and it resulted in something similar:

"Don't Starve is an upcoming survival / exploration game. You play as Wilson, an intrepid Gentleman Scientist who has been trapped by a demon and transported to a mysterious wilderness world. Wilson must learn to exploit his environment and its inhabitants if he ever hopes to escape and find his way back home."

Further, presumably, one of these two fragments could go (inclined to the first), but these are only guesses:

"The game is still early in development, but we are looking for player feedback to help us tune the experience."

Or

"Includes:

Science

Magic

Spiders!!!!!!

and more."

Also, yes, technically, this page is still on the forums, but its content is still missing:

<https://forums.kleientertainment.com/forums/topic/1-welcome/> (you can check its existence by entering any text after "<https://forums.kleientertainment.com/forums/topic/1->")

May 24th — First Documented Game Update (Build —)

Update description is lost

[\[Source\]](#)

Some finds while testing of this build

- [The crafting menu was the same as the in Alpha version](#)
- At this point, exactly such objects were present (in addition to content from Alpha): Berries, Beefalo, Meat, Pickaxe (respectively rocks too), Rabbits, different types of ground
- From the obtained information, I can say that at that time there was already a bonfire, which in consequence was cut (it happened in the period from June to August. When exactly - I do not know). It was located in a Pig Village and the pigs sometimes lit fire on it (perhaps as the guardian pigs do now with the pig torches) [\[Source 1\]](#) [\[Source 2\]](#)
- As several players noticed, the problem with hunger at the time of the early builds stood very acute (the name of the game seems to hint), but with so, that it was virtually impossible to engage in other activities, such as site research or the collection of resources for further development. [\[Source 1\]](#) [\[Source 2\]](#)

Bugs

- [Problem when picking/holding tools](#)
- [Disappearing things in hand slot while crafting new one](#)
- [Rendering bug](#)

At this point, I realized that by going so far into so little things as the list of known bugs, the creation of this article will take at least another month, so for subsequent assemblies I will not add such an extensive list of bugs, unless there is something interesting. If you wish, you can still find some of them on forums.

May 27th — Another Forums Welcome Post

Post content

Welcome to our new forums!

Hello all,

It's still early, and we just set this up so we can get some feedback on our latest game in Beta -- Don't Starve.

We'll keep this section updated with news. In the meantime, please be nice, and give us some feedback about our games.

Best,
Jamie.

[\[Source\]](#)

May 29th — Game Update (Build —)

Update description was lost

[\[Source\]](#)

Some finds while testing of this build

- [A some detail on the changes compared to the Alpha version from one of the developers](#)

- There's a designation for the dusk on the clock, not just day and night as it was in Alpha
- *"I walked around gathering as much food as I could, because the spooky tophat guy mentioned I should"* — Did Maxwell have a top hat? 🤔

Looks like his sprite wasn't much different from one of the art concepts at the time —>

"The spooky tophat guy led me to believe that there was a plot or objective I needed to discover - I assumed his mysterious behavior and my mysterious origin were mysteries I was meant to uncover." — Perhaps he had another quote at game start? It is difficult to say from the information provided. [\[Source\]](#)



May 29th-June 7th — Game Update with unknown release date (Build 60066)

Update description was lost

I believe that this update was released on June 2-3, based on the interval of release of others

[\[Source\]](#)

June 7th — Game Update (Build 60539)

Release Notes

This build brings in save/load, the shop, and a lot of behind-the-scenes tuning.

- Save / Load with permadeath. You can keep playing as long as you want now, until you die and we erase your save game. Mwa ha ha!
- Lighting works on older ATI cards
- Shopping and money – you can buy fancy new farm types
- The Pig King (see if you can find him!)

We've been looking into the Mac stability issue, but haven't found anything concrete yet. Please let us know if this build helps.

[\[Source\]](#)

Some finds while testing of this build

- Yes, this is exactly the version where one of the most interesting and at the same time mysterious cut mechanics was introduced (I have not seen anyone else find as much information about it as I do): **Shop** (which was announced at least a week before the update, [according to this post](#)). And, you know what? I was even able to find a screenshot, but from a later build, where else was it:



[\[Image Source\]](#)

(Note that some items like Logsuit did not exist in the game at the time)

Looks like at the time, the store was only selling recipes, not the items themselves. Also I found [evidence](#) that access to it was through traders. I think their appearance was no different than the [sprites found in the game's files](#).

- Starting with this assembly, the main menu was redesigned. What was the appearance before, it seems we will never know, but what is known, it was from this version that the statistics of the player appeared. [\[Source\]](#)
- [The character cannot slip around objects](#)

Bugs

- Funny Bigfoot's findings: [\[Source\]](#)

June 11th — Game Update (Build 61038)

Release Notes

This build has lots of small tuning tweaks and stability improvements, as well as the following big-ticket items. The word of the day is: HATS.

- Added logsuit, ropes, hats, cooked monster meat
- Left and Right keys rotate the camera (!)
- Big rendering speedup for older machines
- Added destination icons on map
- fixed Firefly nightlight exploit
- Tuned tree friction so that you don't get stopped by them
- Spiders are slightly less dumb; start hunting at dusk
- Pig friendships persist across saves
- Login stability improvements

[\[Source\]](#)

Some finds while testing of this build

- At that time, the Logsuit had such an appearance:



- “Added destination icons on map”

— Destination icons may have meant crosses, which at one time [marked the location of a pig village](#). **! [I HAVE AN IMAGE]**

- “fixed Firefly nightlight exploit”

Looks like [this bug](#) has been fixed.

June 15th — Game Update (Build 61600)

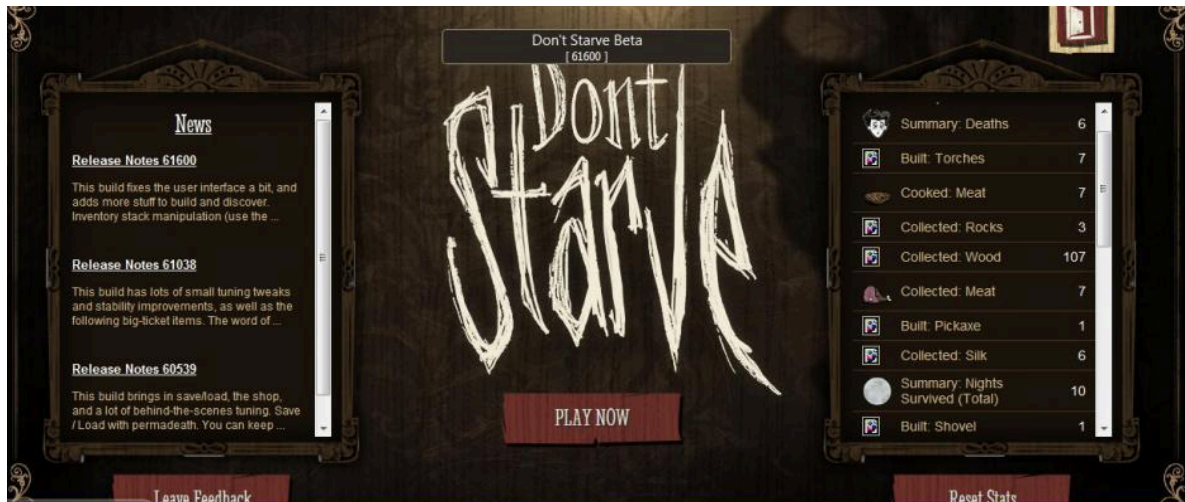
Release Notes

This build fixes the user interface a bit, and adds more stuff to build and discover.

- Inventory stack manipulation (use the CTRL key when dropping or grabbing things)
- Map zooming and panning (and prettier maps!)
- Tabbed crafting interface
- Added hats and ... other cosmetic options for Wilson
- Added more goodies to dig up from graves
- Tuned fire propagation such that forest fires can happen
- Added cutstones, boards, a buildable statue, and a Science Machine for researching new recipes

[\[Source\]](#)

June 19th — Earliest Game Main Menu Screenshot



[\[Image Source\]](#)

June 20th — Game Update + Chrome Web Store Public Beta (Build 61966)

June 20th — Update Announcement Post

Coming Soon ...

In Don't Starve, you will find yourself collecting many unlikely things. A handful of beefalo manure or a pile of flower petals might be all that stands between you and an untimely death. You really can't be too picky about what you stuff into your pockets.

Here's an item that we are adding in an upcoming build. I won't post any spoilers about how it is used:



[\[Source\]](#)

Release Notes

With this release, the Don't Starve public beta officially joins the Chrome Web Store! If you have been participating in our 'friends and family' beta, please remove the old app, and install the new one from the store.

Major Changes:

- Pigs go home at night
- Firepit is twice as efficient
- Added tooltips on recipe popups
- Rabbits give smaller pieces of meat

- Spiders are less aggressive at night
- Fix time of day on load
- Fix “research machine eats all of your gold” bug

Note: You may need to generate a new world for this build. Sorry about that! [\[Source\]](#)

Game miniature from Chrome Web Store



Some finds while testing of this build

- [Dusk autosave announcement](#).
- Coins were shown on the top left. With them, player could buy things in the in-game store (later they were replaced later with gold sprites) [\[Source\]](#)

The earliest Beta gameplay screenshot to reach our time



[\[Image Source\]](#)

Differences:

- Old Wilson sprite (Don't worry, in following screenshots you'll see him in all his handsomeness)
- Hunger and HP are now divided.. The clock had no day indicator.
- Inventory only has 6 slots for carrying things and three slots for equipment.
- The updated appearance of the craft menu. Icons and some tabs were absent.
- Farmplots grew two plants at a time, had a 2D sprite and three levels.
- Bonfire
- Old Pig King's appearance.

June 25th — Wilson's Field Notes - New Tools



I am a scientist, not a labourer! I'm used to probing the depths of the universe with the power of my mind, not digging holes and chopping down trees. But I'm also used to having walls and a roof, so I suppose one must make allowances for circumstance.

I should be able to put together some simple tools using the twigs and flint that litter the ground here. I may be reduced to living off the sweat of my brow, but at least I don't have to do so with my bare hands. [\[Source\]](#)

June 25th — Game Update (Build 62343)

Release Notes

This build includes a bunch of small fixes for login errors and crash issues that people have been experiencing. It also lets you give hats to pigs.



— Pig Hats!

Note – if you're having trouble finding manure, try feeding vegetables to your usual source! That stuff's not free any more.

[\[Source\]](#)

June 27th — Game Update (Build 62553)

Release Notes



— Science is broken!!

We hit a few snags with our shop system and have released a build early. Along with a few fixes and tweaks, we've also launched a new feature. For now, players can experiment with "recipes" without the Research Machine. This is only temporary though, so don't get too comfy!

Major Changes:

- Temporarily disabled the Research Machine and given Wilson all recipes
- Stats are currently not recording and disabled
- Wilson's beard is now shavable and gives you beard hairs!
- Improved hardware performance during large forest fires
- No more late night rabbit buffets. Rabbits now run to their holes at night (and when you chase them)

[\[Source\]](#)

June 29th — Game Appearance at Klei official site

[\[Game Page\]](#)

[\[Post with game announcement at Klei Site\]](#)



July 3rd — Game Update (Build 62827)

Release Notes



— “So much room for activities!”

We just rolled out a new release. Along with the usual general fixes, the most notable change is more inventory slots! For now, players start with an increased carrying capacity

(14 slots). In future builds, this will probably be unlocked after a player crafts the right item (like a backpack, or something).

As always, if you have suggestions, comments or questions we'd love to hear them. Leave a comment, or better yet, visit the Don't Starve community inside the Klei Entertainment forums!

Major Changes:

- Bigger inventory
- Longer days
- Cheaper Meat Effigy (build it!)
- Snazzy new zoomable camera (mouse scroll wheel)
- New moon phases indicator (just a cosmetic effect... for now)

[\[Source\]](#)

July 4th — Game Update (Build 62909)

Release Notes

Now, this release is all about how your map got flipped, turned upside down...

But we fixed it! The map is now displaying correctly.

We also fixed the issue where zooming out caused certain sounds to become very quiet.

[\[Source\]](#)

Some finds while testing of this build

- [Tent or Science Machine?](#)
- [You can plant berries on farm plots? rly?](#)

July 5th — Technical Difficulties Post

Technical Difficulties [FIXED!]



— SCIENCE IS BROKEN!

UPDATE: We're back :)

Don't Starve will be down temporarily while we fix some technical difficulties. As you can see, Wilson has everything under control. We estimate to only be down for at most an hour. Check back on this post for updates!

[\[Source\]](#)

July 5th — Wilson's Field Notes – Beefalo



*I stumbled across a herd of these brutes today while I was hunting rabbits. When the one noticed me I was certain that I was a goner, but it soon lost interest and resumed eating.

The Beefalo spend almost all of their time eating. What little time they don't spend eating they spend performing the **other** aspect of the digestive process. The stench of a Beefalo herd can not be described with polite language, although the dung is quite useful in small quantities.

I'm tired of eating rabbits. Tonight I shall try hunting a Beefalo instead. Their docile nature should make them an excellent food source...

[\[Source\]](#)

July 11th — Game Update (Build 63317)

Release Notes



Eureka! Science has been fixed. In our most recent build, the Science Machine has returned. Along with a number of tweaks and fixes, we've also added improved effects and additional control options. Check out the full list of changes below.

Major Changes

- The Science Machine is back. Give it your gold!
- Toasty new fire graphics and sound effects.
- Let your fingers do the walking with the new WASD keyboard controls.
- Fire pit significantly more efficient and useful. Try it!
- Fixed missing textures on Chrome Dev build.
- World edges now visible in map view.

[\[Source 1\]](#) [\[Source 2\]](#)

July 23rd — Game Update (Build 63794)

Release Notes



After days of wandering around the wilderness, nothing beats the feeling of a nice clean shave... unless you're a Beefalo.

In our latest update, we've released a few new gameplay tweaks along with some bug fixes. Details below! Got questions, comments, or suggestions? [Check out the Don't Starve Forums](#) where you can chat with other players and the team at Klei.

Updates:

- Farmplots show one item but give two things. Nom nom nom.
- You can shave Beefalo. They will be sad :(
- Chopped trees drop pine cones, which you can plant. Eco-friendly!
- Destroyed spider dens drop an egg sac that you can plant somewhere else.

Bug Fixes:

- Improved sound buffering and transitions.
- Fixed some scroll wheel issues that would result in the player running towards the bottom left corner of the screen
- Fixed the map so "T-junctions" should now appear correctly

[\[Source 1\]](#)

[\[Source 2\]](#)

Some finds while testing of this build

- Screenshot from build 64002:



— Wilson wears armor with an old sprite. 2D farm plots with one plant each (earlier there were two). Small sprites of pine cones and berries on the ground.

[\[Image Source\]](#)

- [Merms idea?](#)

Bugs

- [Infinite Fire Pit](#)

July 31st — Wilson's Field Notes – Meat Effigy



I am in an environment much harsher than that to which I am accustomed. Everything here is trying to kill me, or eat me, or... worse. It's almost as bad as graduate school!

If I am to survive this place, I fear I must resort to drastic measures. That's okay, though, for I am a Scientist, and my Science is nothing if not drastic. I think that if I build a wooden effigy of myself, and fill it full of meat, I can create an insurance policy against violent death. It's a technique that's well-known amongst the scientific community.

Maybe I should throw in some of my beard hairs as well. It couldn't hurt!

[\[Source\]](#)

August 7th — Game Update (Build 64507)

Release Notes



In our latest release we introduce a bevy of new features, including new characters that can be unlocked with XP!

Check out the full list of new features and fixes below. If you have questions or comments, we'd love to hear them in the Don't Starve forums.

Major New Features:

- Earn XP when you die, and unlock new characters
- New characters: Willow and Wendy
- Entirely new Wilson art and animation
- You can plant trees using pine cones
- You can chop down burnt trees to get charcoal
- Added waves in the empty parts of the world
- You can replay the same world / layout again when you die

Bug Fixes:

- Level 3 farms are easier to harvest
- Crafting while walking to a destination works
- Befriended pigs act properly at night

[\[Source 1\]](#)

[\[Source 2\]](#)

Bugs

- [Jesus Trees](#)

August 21st — Game Update + Chrome Closed Early-Access Beta (Build 65328)

Release Notes

[\[UPDATE VIDEO\]](#)

With our latest update we introduce a bunch of new features and one big announcement...
Drum Roll

Don't Starve is now in closed Early-Access Beta.

A free version of the game is still playable as a limited demo, however full access is only available to Early-Access Beta members. Now, if you participated in our previous beta versions, as thanks for helping us test, you have been added to the Early-Access Beta and the full game at launch! Yep, you get the full game for free! No need to buy a serial key. No need to do anything. Just keep playing, your game has been unlocked. Thanks a ton for your help and keep sending us your feedback!

Don't Starve is now available for purchase!

Show your support and buy Don't Starve now for \$6.99. Everybody who purchases Don't Starve before launch will unlock the Early-Access Beta and get an extra key to share with a friend for free! If you already own Don't Starve, you can grab 2 more keys for the same price of \$6.99; we don't mind.

Don't Starve will launch for \$15; so it's a great time to snag a couple copies, show your support and help us do some science!



If you have more questions about the changes to Don't Starve or any of the new features, ask away!

Major Changes:

- The beta is now closed, and you can purchase beta keys.
- Map randomization improvements.
- Buildable chests, by popular demand.
- New marsh area with lots of new stuff in it (like reeds)!
- New and improved Farm Plot art.
- Trees have life cycles, and look less like each other.
- New easier-to-use crafting / research interface.
- New Science machine mechanics. You earn Research Points by grinding up objects in the science machine.
- New, different ambient sounds play in different areas of the map

[\[Source 1\]](#)

[\[Source 2\]](#)

Some finds while testing of this build

- Perhaps, beginning with this version, the store was removed.
- Starting from this build there already existed an autosave in the dusks. Exactly when this was added is unknown. [\[Source\]](#)
- Torches last longer; In earlier builds, the nest always spawned spiders when hit: [\[Source\]](#)
- Farmplots are nearly the same as final, but have some appearance differences: [\[Source\]](#)

Bugs:

- First mention of [rabbit trap bug](#) at forums: [\[Post\]](#)
- [Headstone quote bug?](#)

September 4th — Game Update (Build 66066)

Release Notes

Controls

- Ctrl-click now lets you smack things around a bit, if you are empty handed. (and if you're empty handed a good smacking would probably be handy!)

Major Frontend update

- A loading screen has been added so that you know the game is.... loading.
- Character select screen has been improved

Marsh has been updated slightly

- Spawns have been tuned a little (which direction? We shall see.)
- A new tree, because who doesn't like trees?
- Marshy-like footsteps
- The marsh is no longer suffering from a lack of tentacles.

More Recipes

- Pan Flute - Will either totally get you killed, or put stuff to sleep. I don't remember which.
- Papyrus - Does nothing. But hey, Paper!

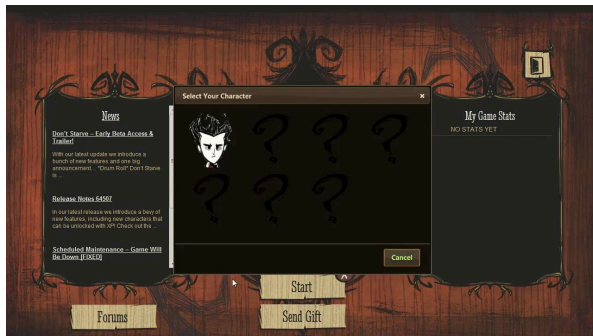
General:

- Trees grow, plant some trees and behold the miracle of life.

[\[Source 1\]](#) [\[Source 2\]](#)

Some finds while testing of this build

- Since this version character selection was reincarnated and now it starts to look like final variant with only difference: earlier character icons were taken straight from concept arts. There was no fire in the background and no description underneath.



[Old version]



[New version]

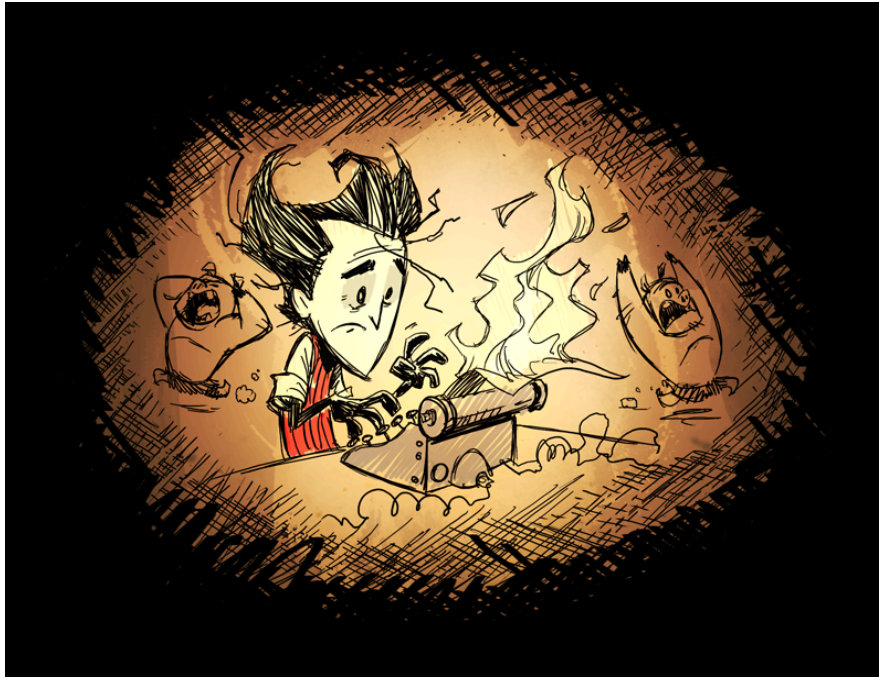
- I believe that starting with this version mushbushes were cut and replaced with reeds, but I don't have enough information to say for sure.

Bugs

- Stuff is floating in the water, disappear [\[Source\]](#)

September 5th — Payment System Technical Difficulties Post

DS Site Post



Hey all, we are suddenly having technical issues with ordering Don't Starve... the issue started around 10:00AM PST and we're looking in to it right now!

UPDATE 10:50AM PST – This has been resolved! Science has been restored.

[\[Source\]](#)

Klei Forums Post

Purchasing Issue

Hey All,

We are having a bit of a hiccup with google wallet at the moment and app purchases are not being completed. We are aware of the issue and we are working to have it corrected.

I will update here when we have more info.

[\[Source\]](#)

September 18th — Game Update (Build 66529)

Release Notes

New stuff! Everyone loves new stuff! Here's what we've been up to lately:

- New front end theme music
- Extra-large worlds (up to 4x the area)
- Farmable Bees!
- No-good, low-down, dirty, thieving swamp frogs

There are also reports of a mysterious new creature hiding somewhere on the island. We found the following sound recording in the remnants of Wilson's camp:

[\[SWF File Link\]](#)

!(You need Adobe Flash Player to play this .swf)!

[\[Source 1\]](#) [\[Source 2\]](#)

Some finds while testing of this build

- Old Beehive sprite and its old craft (+Final Farm Plot version) [\[Source 1\]](#) [\[Source 2\]](#)



- Other frog and tentacle behavior [\[Source\]](#)

Bugs:

- Item from the crafting menu remains in selected (hover) state: [\[Source\]](#)

October 2nd — Game Update (Build 67096)

September 18th — Upcoming gameplay changes Forums Post

Hey guys,

We push new builds every two weeks, usually on Tuesdays. Our internal deadlines for changes for a particular build are a week before its go-live date. We just pushed a new build for you guys today, so the next build is scheduled for Oct. 2nd.

I just got back from a vacation yesterday, so I only have one week to work on this new build. We have some really cool... er... megafauna that I'll be hooking up for you soon, but their assets are not quite ready, and I'll need more than a week to get them working correctly. In the meantime, I've decided to address a bunch of small gameplay issues that I've let pile up.

Here are the things that I'm currently looking into:

Behaviour changes:

- You should be able to hold mouse to harvest resources (by popular demand!)
- Tentacles should not be immortal.
- The tent should let you change player characters on-the-fly instead of regaining health.
- Stumps should be removable with the shovel.
- Pigs will [redacted] when you [redacted] to them. Watch out!

Tuning:

- Pig bribes should time out.
- You shouldn't get egg sacks from killing low-level spider dens.
- Traps are too expensive for what they do, and it's a bit too easy to kill rabbits without them.

New items:

- Crow traps
- More expensive, but more durable versions of the tools
- The first dedicated weapon object (it's pointy!)
- A consumable bedroll item to let you skip nights
- Yummy pumpkins!

Please note - this is just my working list. Not all of these things will necessarily get done in time for the build, and I may change my mind about some of them. Plans are certainly subject to change 😊

[\[Source\]](#)

Release Notes



Our newest update is now playable! We've introduced new helpful items along with a brand new unlockable character. Check the full list below for more details.

Thanks to everyone providing feedback and joining the discussions in the [Don't Starve forums], keep the suggestions and comments coming!

Major Features & Tweaks

- A new unlockable character!
- Feeling stabby? You can craft a spear now! (Tools have been made less effective in combat).
- Upgradable tools! You can now build extra durable golden tools.
- Traps are reusable, but they wear out.
- New bedroll item lets you skip through the night. Sleeping on it consumes the bedroll.
- The tent now allows you to change your current character. This consumes the tent.
- You can remove tree stumps with the shovel.
- You can click & hold to harvest rock and wood!
- Tentacles can now be attacked and they can die.
- Characters have shadows. Graphical!
- Seeds dropped by birds can turn into pumpkins or carrots.
- Low level spider dens do not drop egg sacks when they are destroyed.
- Meat farming takes longer.
- Bees are less aggressive. Their loot drops and combat behaviour have also been tuned.
- You can build a beekeeper's hat to protect yourself from bees.

[\[Source 1\]](#) [\[Source 2\]](#)

October 16th — Game Update (Build 67554) — New Monsters!

October 11th — Update Teaser - Did You See Something?!



Wilson wanders through a strange and unpredictable land. Keep your eyes peeled for signs of new creatures. Here's a shadowy glimpse at next week's Don't Starve update.

[\[Source\]](#)

Upcoming Changes Forum Post

Upcoming changes - Oct 15 build

For the next build, we are working on:

- * A very big, very mean creature that will hunt you down if you anger it.
- * A medium sized, very weird creature that you can steal things from.
- * A new type of insect to catch.
- * Farming overhaul: As a couple of people have mentioned, farming is waaaaay overpowered in the current build, to the point where if you are a min/maxer it doesn't make sense to do much else. This change will make it so that you can only grow seeds, and it will take a bit longer. We'll probably bring back the meat and veg duplication behaviour later with a high-tech end-game structure.
- * To soften the blow of losing duplication, we're adding a bunch of new veggie types to grow. These will be useful for a... later update.
- * 'Gardening': You will be able to move replenishing plants around using the shovel. I'm looking forward to seeing lots of meticulously arranged grass fields.

As usual, these are the goals. What actually gets in will come down to the vagaries of game development.

[\[Source\]](#)

Release Notes



The latest version of Don't Starve is live! If you saw our [teaser image](#) last week, you know there's some new creatures for you to find. We've added more "cookable" items and tweaked our farming mechanics. You can get the full list of updates below!

If you want to discuss the latest updates with the developers and the community, head over to the official [Don't Starve forums](#)!

CHARACTERS

- New monsters – Watch out!
- Butterflies! – To contrast the monsters, they're cute and floaty!

ITEMS

- New vegetables and related items.

MECHANICS

- Farming overhaul – lots of changes here. It shouldn't be as overpowering any more. No more food duplicating or meat farming, sorry! We're not really sorry.
- Gardening – you can use the shovel to dig up and move most wild plants.
- Marsh tree stumps can also be dug out with a shovel.
- Bees no longer drop combat items.
- Frogs drop frogs legs instead of a giant hunk of meat (which gives you less health/hunger reward and makes a lot more sense).
- More things are "cookable."

[\[Source\]](#)

October 30th — Game Update (Build 68253) — Cooking!
Release Notes



The latest version of Don't Starve is now live and includes some tasty changes. There's also something strange going on with the Pigmen...

New Stuff:

- Cooking! Build a crock pot and see if you can figure out all of the hidden recipes.
- Research Changes – there are multiple tiers of research machines, and you can only research when you are near the appropriate machine. Costs and tabs have been adjusted.
- Bird traps! Catch birds! Birds will also steal your seeds
- Crafting interface improvements
- Volume controls!
- Next build indicator in main menu
- Pigmen have names
- Pigman loyalty doesn't last forever – they must be regularly re-meated
- Something else about pigs...

Bug Fixes:

- Beehats wear out
- Pigmen entering houses at night will keep their hats
- Firepit doesn't instantly extinguish when you build it
- Your active item is saved properly
- You shouldn't be able to wake up dead from an effigy
- Newly built tools are automatically equipped
- Tracked down a nasty crash when burning treeguards to death
- Stuff shouldn't spawn outside of world (in newly generated worlds)
- Treeguard shouldn't spawn from stumps
- Frogs legs can be given to pigs as meat
- Tent and Rocks now show up on the map
- Trinkets of the same type can stack
- Tough enemies don't stunlock

[\[Source\]](#)



Art cover by [DeusNUST](#)

Steam Beta Test (November 3rd — April 23rd)

Someday I will complete this article. (At least I hope so 😞)
 There's a lot more information here that I still haven't
 mentioned here, so... Stay Tuned

November 3rd — Closed Alpha Test

[\[Source\]](#)

**November 8th — Earliest Build That Survived To Our Days
 (Build 68845)**

November 9th — First Public Early-Access Beta

November 13th — Game Update (Build 68986) — Enter the Gobbler!

October 30th — Nov 13 Build Preview Forums Post

Release Notes

November 14th — Hotfix

[Header 1]

[Header 2]

[Header 1]

[Header 2]



Art cover by [Pfannkuchen](#)

Game Release & Post Release Content

!WORK IN PROGRESS!
!STAY TUNED!

You got to the end, congratulations :)