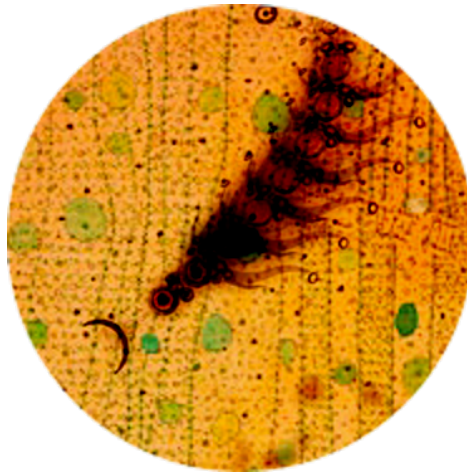


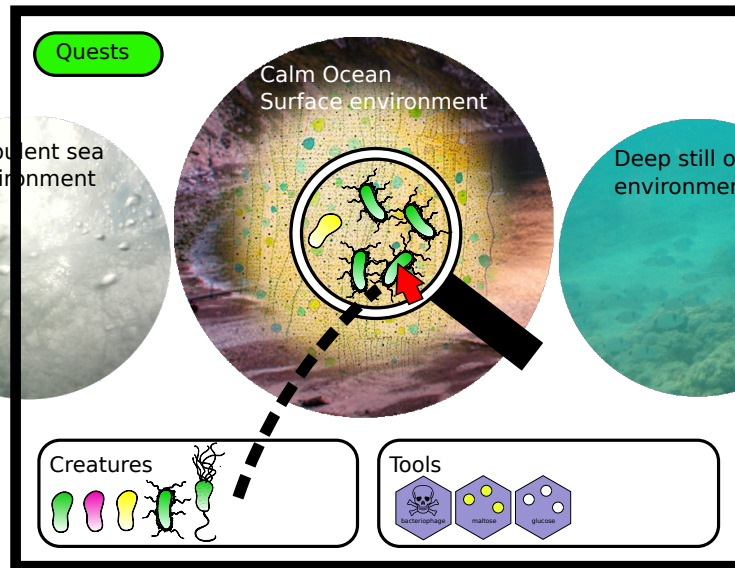
Game design images



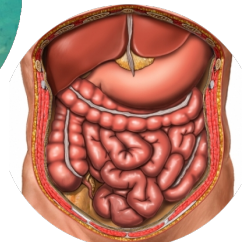
<- Art direction references

Background paintings by Hugette Caland - inspiration for bacteria culture representation. Foreground creatures taken from Jenova Chen's and Nicholas Clark's "Flow" - inspiration for eventual microbe structures.

User interface sketch ->
Breed new creatures to unlock a range of environments and tools - zoom between environments, cultures and individuals



Stomach environment



Coffee cup environment



Experiment sketches

Based on real experiments and focused on solving mysteries with collaborative gameplay

Test your predictions

Predict which creature grows best in the calm ocean surface:



Lab book = player's story

<- yesterday
I can rule out the possibility that [icon] affects the creature in the environment.

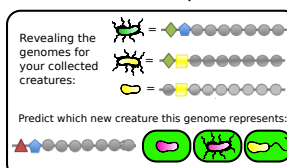
See experiment Share this log with a friend

Make quests for friends

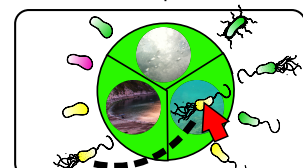
Build a "what grows best" quest



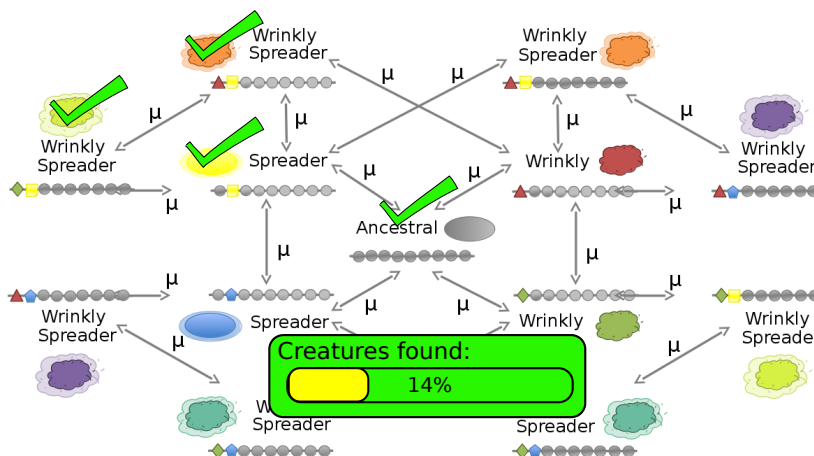
Genome decode quest



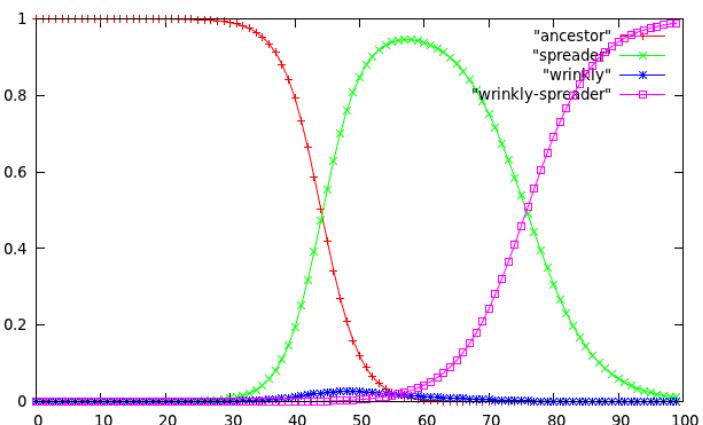
Classification quest



Players explore a map of potential phenotypes, new types are unlocked by thriving in different environments.



Experiments take time to run, so results are precious, and sharing findings with friends will increase player's progress. The game exposes it's model algorithms to advanced experimentors.



More images can be found at: <http://www.pawfal.org/dave/files/wellcome>