

Design Research Questions

- How to create a natural movement pattern
- How to bound that movement pattern so the life forms don't wander off
- AI interaction
 - Remove life
 - Give Life
 - Seek out other lives

My next questions would be:

- How to recreate new life forms during the game
- For life forms to prefer other life forms over one another
- Sound generation
- Random events of a virus spawning
 - How to get a virus to target life forms
 - How to get life forms to run away or target the virus
- A points system for the player to be engaged with the game