**The game premise:**

The game gives users the options of visiting different environments. The goal is to locate the different animals that inhabit these different locations. The game is multiplayer with a VR and mobile element. The user in control of the VR will look through the environments and look for the animals. In order to do so they must trigger their appearance through certain actions (i.e. to get rabbit to appear by finding carrot). The person on the mobile will have the ability to take pictures of the animals that will be put into a log book. This log book contains information about the animals. Before they are discovered there will be a silhouette figure of the animal and a description of how to get them to appear (“this animal likes carrots”).

**Environments:**

* Arctic
* Forest

**Animals:**

Arctic:

* Polar bear ( triggered by finding frozen fish)
* Seal ( touch rocks turns out to be seal “ARRRHU”)
* Penguin ( observe some in environment tba)
* Arctic hare ( find carrot from snowman)

Forrest:

* Black bear ( find bees nest then bear will climb tree)
* Frog ( hidden in environment)
* Fox ( tba)
* Woodpecker (follow tree holes)

**Map:**

Currently 2D map possibly globe