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The project is an interactive state machine titled dinosaur royale. The educational subject of course would be various dinosaurs from different periods (jurassic, triassic, etc...). The "battle royale" part would be the non-linearity as instead of going along a linear food chain it would be an interchangeable food circle where the audience chooses what dinosaur eats what dinosaur and ultimately be the last dinosaur standing. It would be family friendly as I imagine this would be in like the natural history museum or a dinosaur specific museum. The target audience would be children as it is dinosaurs, a child favorite thing, but also non-violent, and educational. There would be dinosaur specific facts for each state. And the "winning" dinosaur always gets hit by the meteor in the end. The fixed ending is to educate the child playing that there were no winning dinosaurs against a meteor. The focus is on the transitioning of states as it gives an auditory response upon switching so they correlate that switching states is the dino being eaten. There are also facts for each of the 5 dinos given to add to the educational aspect. Aesthetically went for giant color coded keys since the target audience is children but photo dinos since its scientific/ museum placement. I imagine this would be in like a wall tablet or such at a lobby or kids zone of a museum.