

## Description

There are four types of animals on the savanna: lions, hippopotamuses, antelopes and hyenas. There are 10 animals of each type which live there, 40 in total. Each animal has a name and an age, and each has some acquaintances from the 4 types. The number of acquaintances varies from 0 to 10. The lions have an additional hunger attribute and the antelopes have an extra speed attribute.

The hungriest lion wants to reach the slowest antelope through his/her acquaintances. If the lion reaches an antelope, the antelope will alert other animals. If the lion reaches a hyena, the hyena will also want a piece of the prey. So the lion should reach his/her prey with the minimum number of contacts with antelopes and hyenas.

As a part of the solution, we expect a relational data scheme and a database which reflects the described scenario above being generated with random connections between the animals.

Tools you should use:

- [python 2.7](#)
- [sqlalchemy](#)
- Any relational database (eg. [sqlite](#))

Please send your solution to the [contact@limes-superior.com](mailto:contact@limes-superior.com) email address.