The game I have envisioned is called Evolution. In this game you play from the start as a simple celled organism . All your actions in your current form ; food type, environment you spend time in, and daily activities affect what your next stage of evolution will be. The story of the game is simple , you create your own character and experience that is unique to you and everything else in the game. If you happen to spend more time eating snakes for example your animal may evolve to be resistant to snake venom. The goal of the game is to create the fittest organism so you are able to survive effortlessly without dying. Every player experience will be unique as every new start will always start one in a different environment and as a different type of organism with different attributes.You will be able to interact with artifact intelligent organism or online play with other live characters . You can team up and help each other or you can compete against each other for territory or resources. Each evolution level supplies different characteristics to your avatar. Your animal may have an improved tail that helps it swim faster in the water than other similar type creatures . Your avatar has to hunt, sleep, forage, procreate, and acquire territory . The capabilities of each evolution stage depend on what type of animal you have evolved into. Cheetah can run fast, birds can fly, fish swim, etc. ; there are also smaller capability differences based on specifics of what you evolved from.The game is played in a top-down style that is part 3D/2D . The game is full of different animal and nature sounds. There is also a new age instrumental soundtrack that plays in the back ground. The feel of the game is meant to be very natural , and the user interface is meant to blend in to the background to support the living feeling of the game.

Implementation :

Avatar evolution is based on a lot of if-than statements resulting in some type of repetitive input from the player that eventually results in a than creation towards a designated next stage of evolution .

The open world will be massive and there will be serval different instances of the game to provide numerous amounts of players and evolution to take place. The goal of the game will be guided by everyones actions as they all shape the environment and animal types.

The capabilities of each animal type will be extremely complex because there are close to endless amounts of combination of animal and evolution types. There will have to be an extensive amount of data built around the evolution tree to ensure every experience is unique.