Darwin’s Artificial Life

Game Instructions

# Game Character & Game Object Types

**Characters**  
Carnivore  
Herbivore  
Plant   
Bacteria

**Objects**Water (endless supply via river, disappears from drinking, replenishes)  
Remains from dead characters

## Game Character Types: Graphic Design

**Carnivore**   
*Main Characteristic:* Has Teeth  
*Movement:* Awkward Trot  
*When Feeding:* Chomping  
*Idle:* Growl, looks left/right  
*Death:* Teeth fall out

**Herbivore***Main Characteristic:* soft & furry  
*Movement:* aloof strut  
*When Feeding:* blow dryer fur  
*Idle:* circles around, blinks  
*Death:* fur & skin fall off leaving skull

**Plant**  
*Main Characteristic:* Leafy  
*Movement:* Fluid Float  
*When Feeding:* Leaves shake  
*Idle:* blowing in wind  
*Death:* leaves fall off

**Bacteria***Main Characteristic:* Round with soft spikes  
*Movement:* bumpy roll  
*When Feeding:* spikes disappear, turns red  
*Idle:* spikes turn sharp, spins in place  
*Death:* splits in to a dozen smaller bacteria then turns black

## Game Character Types: Interactions Table

**Color Key**

|  |
| --- |
| Gain Health (High) |
| Gain Health (Low) |
| Lose Health (High) |
| Lose Health (Low) |
| Reproduction |
| Unique Event |

**Carnivore Table**

|  |  |
| --- | --- |
| Character or Object | Carnivore’s Reaction |
| Carnivore | Reproduces, 1 new carnivore appears, loses ¾ of remaining health |
| Herbivore | Attacks, gains health (High) |
| Plant | Poison, loses health (low) |
| Bacteria | Gets attacked, loses health (low) |
| Water | Gains Health (low) |
| Idle | Loses health(low), as if from starvation |
| Dead Remains | Gains health (low) |

**Herbivore Table**

|  |  |
| --- | --- |
| Character or Object | Herbivore’s Reaction |
| Carnivore | Gets attacked, loses health (High) |
| Herbivore | Reproduces, 6 new carnivores appear, loses ½ health |
| Plant | Attacks, gains health (low) |
| Bacteria | Poison, loses health (low) |
| Water | Gains Health (low) |
| Idle | Loses health (low), as if from starvation |
| Dead Remains | Poison, loses health (low) |

**Plant Table**

|  |  |
| --- | --- |
| Character or Object | Plant’s Reaction |
| Carnivore | Loses Health (low), as if from damaged leaves |
| Herbivore | Gets attacked, loses health (high) |
| Plant | Reproduces, 10 plants created, gains health (low) |
| Bacteria | Gets attacked, loses health (low) |
| Water | Gains Health(High) |
| Idle | Loses health(low) |
| Dead Remains | Gains Health (low) |

**Bacteria Table**

|  |  |
| --- | --- |
| Character or Object | Bacteria’s Reaction |
| Carnivore | Attacks, gains health (low) |
| Herbivore | Attacks, gains health (low) |
| Plant | Gets attacked, loses health (high) |
| Bacteria | Gains health (low) |
| Water | Gains Health (low), splits into two |
| Idle | Loses health, at 5% health, turns transparent and moves at 5% of speed |
| Dead Remains | Gains Health(high), multiplies at rate of \*2/second until remains are gone |

**Water/River Table**

|  |  |
| --- | --- |
| Character or Object | Water’s Reaction |
| Carnivore | Disappears |
| Herbivore | Disappears |
| Plant | Disappears |
| Bacteria | Disappears |
| Water | Disappears |
| Idle | Replenishes |
| Dead Remains | Null |

## **Carnivore Health Relationships**

## **Herbivore Health Relationships**

## **Plant Health Relationships**

## **Bacteria Health Relationships**

## **Water Health Relationships**

**Carnivore Reproduction**Carnivore + Carnivore = 1 New Carnivore

**Herbivore Reproduction**Herbivore + Herbivore = 1 New Herbivore

**Plant Reproduction**Plant + Plant = 10 new plants

**Bacteria Reproduction**Bacteria + Water = 1 New Bacteria  
Bacteria + Remains = Double Bacteria Every Second until Remains is gone

**Water Reproduction**Water Location + Idle(set time x) = 1 New Water

**Carnivore Reproduction**Carnivore + Carnivore = 1 New Carnivore