Guinea pig

# Concept

A science group conducts experiment regarding competitive and predatory evolution. In order to collect points of data they make four animal species compete for survival.

Players: 0, 1 (sp), 2 ….. 32

Game mode : First person – Third person – Action – Puzzle

# **Fundamentals**

We find a center arena where the experiments are carried out. Next to it we find four small biomes where the four species can thrive. Embedded into the structure we find the scientist buildings. They have viewpoint of every spawn and of the arena. The control room geometry is interconnected