**1.2 Dynamic Layer**

The dynamic layer begins once the players start playing, and involves the complex interactions that emerge from the simple rules In Planet Hope, the most likely pattern to emerge in the dynamic layer will be the player-monster interaction strategies. At the inscribed layer, according to the game mechanics, the monster is simply programmed to move directly towards the player at all times. It cannot move through obstacles but can effortlessly move around them and over them. The player is somewhat more limited in movement, being unable to move up slopes if they are too steep, but has full human intelligence and wants to avoid the monster. This will lead to the players developing all sorts of different strategies to evade the monster. For example, one exploit to stop the monster in its tracks, is if you get it caught in a u-bend tunnel. If you stand outside the tunnel by the bow of the u-bend, and the monster comes at you from the direction of the tunnel opening, the monster can get trapped in the tunnel. As long as the player remains on that side of the tunnel, the monster will remain trapped, this will allow the player limited ability to collect gems perfectly safe from the monster despite the fact that the developers programmed no such thing directly into the inscribed layer. For contrast, under normal functionality, the monster can pursue the player constantly at all times.

**1.3 Cultural Layer**

Although unlikely, a game such as Planet Hope could teach society the importance of protecting the earth. The story/narrative of Planet Hope is that Earth has become depleted due to human mismanagement, and the player must find a new home for humanity. The mere idea of such a horror should be more than enough reason to convince humanity to abandon our destructive ways and pursue peace and harmony with each other and our environment. However, in reality, humanity doesn’t act so rationally.

The technology of the game could be used by society to explore and share crafted worlds. Imagine a social network where everyone has their own planet and designs it as an arty installment to show others, or perhaps even an online marketplace where the different planets show off vendors’ wares.

The mechanics of Planet Hope could potentially inspire a children’s game similar to tag, where one player, the monster, can climb over obstacles in pursuit of the other player but is unable to fully run, but the other player cannot climb obstacles but may run. This would be a profound effect on society and culture at large.

The aesthetics of the game could be used by players to show society the sheer diversity possible of planets in the universe.