

1. Motives and Actions of Potential Users:

The goal is survival and growth. They aim to achieve the highest XP (experience points) while navigating challenges, strategizing encounters, and interacting with the environment and other players.

2. Subjects Participating in the Action:

- **Alex:** Strategic player who's always planning a few steps ahead. Enjoys forming alliances.
- **Lucas:** Risk-taker who often choose the 'fight' or 'steal' options, not forming many alliances
- **Maria:** Cautious player who tends to 'flee' or 'save', prefers harvesting and growing life and run away from confrontations.

3. Mediations:

- **Instrumental:** The game interface, with the virtual grid, life indicators and XP counters. (maybe some buttons? or the interaction will be by the way you touch the screen?)
- **Social:** Player-to-player interactions, where decisions during encounters affect relationships and the score of the game, it can create a cooperation enviroment or a more hostile one.
- **Practical:** The game mechanics like movement, harvesting and sowing.

4. Knowledge or Ignorance in Context:

Players are initially unaware of the location and strategies of others. They also need to constantly calculate and reconsider their own life percentages, especially when making encounter decisions. Knowing when to take risks versus playing safe is crucial.

5. Time:

Every 5 seconds (maybe more or less depending on the difficulty), players lose life and must make quick decisions. Every 10 ticks, cells grow life. This creates a sense of urgency, pushing them to have a strategy and change the way they play.

6. Space of Use:

Multitouch Screen, where players can't see much of the map and who is around them.

7. Social and Organizational Relationships:

Alliances can form, where players agree to 'share', but there's always the possiblity of betrayal.

8. Other Manipulated Objects and their Interference or Relationship:

The life in each cell can be seen as a resource to be manipulated. Players might also have digital tools or power-ups that can affect gameplay, like temporary invisibility or faster movement, like some buffs, idk.

The Imagined Scenario:

Alex is strategically moving towards a cell he knows has been untouched for several ticks, his goal now is to harvest life there. When he reaches the cell, his interface shows that there's another player near him. It's Maria.

He recalls a previous game where Maria chose to fight. Not knowing her current life percentage, Alex is indecisive between risking a 'fight' or just 'sharing'. Suddenly, another player approaches — it's Lucas, known to avoid confrontations. Alex decides to 'sow', hoping Lucas and Maria will be preoccupied with the seeded cells and ignore him.

As he does so, Maria moves to confront Lucas, and Alex moves away, harvesting from her originally intended cell.