Evolutions!

Features of the Game
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Evolutions!   Sven's *Green Mud Jumper*

Table of Contents

A   Game Play

A.a   Game Starting Point

The player can start at any level of the evolutionary line. It will be possible to start at a point far, far before life exists in the universe and even before the planets and suns and galaxies have been shaped out. Or the game can be started at a cellular stage, or at a primitive multi-cellular stage or any other non-intelligent stage of a life form in an aquatic, subterran, terran, aerial or arborial environment). It is possible, too, to start at a tribal stage, at an ancient, medieval, modern or space stage.

Besides that, the gamer will be able, prior starting, to do some manipulations on the starting planet and even on the desired creature, as well as on the fundaments of the suurounding space matter. The gamer will be powerful enough to manipulate the constants of space and dimensions.

A.b   Game Controls

It will be possible to move the creature by various mouse actions over it, such as dragging, clicking, double-clicking, and so on. In dependency to the current environment, the player's creature performs then the one or another type of movement.

Also, each environmental object is clickable and made for interactivity.

(more to be added)

A.c   Evolutionary Processes

While the overall direction of the evolutionary development can be set in the Evolution Direction Editor (otherwise those values are randomized), the player can definativily influence speed/delays of evolution, and even the final direction of the evolution of the player's creature simply by the things, the player lets his creature do. Any kind of activity promotes or disables the one or another development. All these developments happen automatically. Additional extremities grow if the creature's planet is a High-G world and if the player lets his creature do some activities or movements which will trigger the development of additional extremities, to mention an example. Still, with the Organism Editor the plyer can at any time directly change the design of the creature, if he should wish so. But it is not necessary.

(more to be added)

B   Environments

B.a   Macro Cosmos

The player can initiate the "Big Bang", a game event which randomly distributes the known

elements all around the universe in variable amounts and combinations. That order of distribution influences straight the possibility of life-bearing planets, environmental frame conditions on all planets and asteroids, and the type of the life self.

The player will be capable to alter the chemical makeup of the entire universe, or of any galaxy, or of any part of the home galaxy, or even on just the solar system which is selected as start point.

To change the chemical makeup of a region, the player can redistribute the known one hundred eleven (111) elements based on the own will. He can do this by re-initiating a new random distribution, or the player can directly influence the percentual amounts of each of the one hundred eleven elements. It will be possible, too, to change the density of the element distribution (aging of the space). All these possible changes will be done through a number of editors.

B.b   Regular Cosmos

It is going to be possible to influence the environment prior game start. There will be editors which allow the player to develop an unlimited number of organisms of all evolutionary complexity stages. This way, the player can influence which kind of organisms (fauna, flora, and other classes) are populating his homeworld. It is going to be possible, too, to decide which organismes are included and excluded for the entire game (means: all other worlds).

The organisms are easily categorized by their attributes, this will help the player to select some of them.

Any organisms can be kept as it was developed by the game mechanisms or by the player, but it is posssible to further evolve or change any organism individually by the player.

B.c   Micro Cosmos

The game mechanics or the player can influence even the micro cosmos. Some editors allow to create nutritional systems inside an organism's body, to set dependencies to certain nutritions, to establish a body-internal transport system ("from A to B, from B to D") and also to decide, which components the body of any organism is made of, based on the frame conditions the chemical makeup of the surrounding space ("Macro Cosmos") sets.

This way, some organisms will become poisonous for some other organisms, and some organisms will be come a part of the food chain of another organism.

C   Editors

C.a   *Primary (Early) Editors*

The Primary Editors allow the player a direct manipulation of various environment which will influence the type of environment, the player's creature will live in later. The Primary

Editors will be used, usually, at the early stage of a new game.

C.a.01   Element Distribution Editor

This editor allows to re-distribute the known one hundred eleven elements in space, after the initial Big Bang event. The distribution of those elements in each area of the universe influences straight the making of suns, planets, entire galaxies, and also influences the frame conditions for the development of life conditions on planets and asteroids. The player can decide, which elements are existing in the one or another region of his universe, and controls the individual element distribution by a percentual value.

During the player's modifications, the editor displays a first calculation how high or low the chances of life-bearing planets are, and what type of planets most likely will come into existence with the elements the player sets.

The editor allows to manipulate the entire universe, or a region of the universe.

C.a.02   Space Age Editor

In addition to element distribution, the player got with the Space Age Editor another fine tool in the hands to further manipulate the makeup of the universe. This editor nfluences the density of the elements in space. The younger a universe is, the smaller it is and the higher is the density of the elements and the higher is therefore the possibility of the creation of galaxies and solar systems. The older the space becomes, the more it has expanded, and the density of the elements is lower.

C.b   *Secondary (Environmental) Editors*

While the Primary Editors are mainly but not exclusively used at the early stages of the universe's evolution, the Secondary Editors are manipulating the universe at the stage where the player's creatures exist or immediately before. We could say, they influence the present time. However, due the existing element makeup of the surrounding universe, the player needs to know what he takes more at one location is taken away from the neighboring locations. The element distribution cannot be changed anymore with these editors. An example: the player decided for a very old universe, the element density is low. Now the player changes a galaxy in this old universe and makes it rich on stars, something you normally won't have in an old universe. While that galaxy becomes rich on stars, all surrounding areas suffer and become even emptier. An interesting concept.

C.b.01   Galaxy Editor

If the player wishes, the layout of each of the randomly generated galaxies can be changed, too. The player can distribute central black holes, the size and shape (spiral, round cluster, etc.) of that galaxy can be altered, and the desity of solar systems within the galaxy. This editor is mainly a beautification editor. However, the player can redistribute the amounts of sun classes and sizes within that galaxy, which still has a direct impact on the life conditions within that galaxy.

C.b.02   Solar System Editor

The player doesn't need to a solar system the way it is – each system still can be changed, if the player really desires that. *Evolutions!* Is quite openminded about those things.

This editor allows to randomly regenerate that selected solar system, or to influence each of the solar system's attributes willingly and individually. The amount and location and type and size of suns can be changed, the amount, size and orbits (which allows the creation of moons and moons of moons) of planets can be changed, asteroid belts and asteroid directions can be set, and also the type and amount of resources within this solar system can be influenced. Further on, it will be possible to assign given textures sets to the celestial bodies of that solar system if the randomly- or attribute-related texture is not liked.

C.b.03   Celestial Bodies Editor

This editor allows to further manipulate any existing celestial body. Here now the type and amount of resources on the selected celestial body can be influenced. Further on, it will be possible to assign given textures to each celestial body if the randomly- or attribute-related texture is not liked. There are some texture modifiers which change saturation, brightness, contrast, and color tone of each celestial body.

C.b.04   Planet Editor

The Planet Editor goes more into details than the Celestial Bodies Editor. The Planet Editor enables to set a large number of geographical layouts, including oceans, atmosphere, mountains, and so on. It will be possible to add ruins of ancient space-faring or primitive civilizations to a planet, but this feature costs a lot and can used only extremely rarely. Ancient ruins, if still existing and not degraded when a life form on that planet becomes intelligent, are a great source for gaining additional knowledge in various or notr various scientific or cultural sections.

C.c   *Tertiary (Individual) Editors*

All Tertiary Editors influence directly the game play, since they modifiy the player's life form and the immediate surroundings. Those editors will be the most frequently used ones.

C.c.01   Organism Editor

Based on the element makeup of the homeplanet, the type, size, amount of suns, the gravitation value of the planet and a number of other environmental values, the creatures on that planet (domestic or alien to that world) are being influenced and change accordingly to those environmental frame conditions. This happens automatically. But the player can use the organism editor to create completely new organisms, or to change existing organisms to the own favor. It is going to be an extreme fun to develop own organisms and see, how they master the life then.
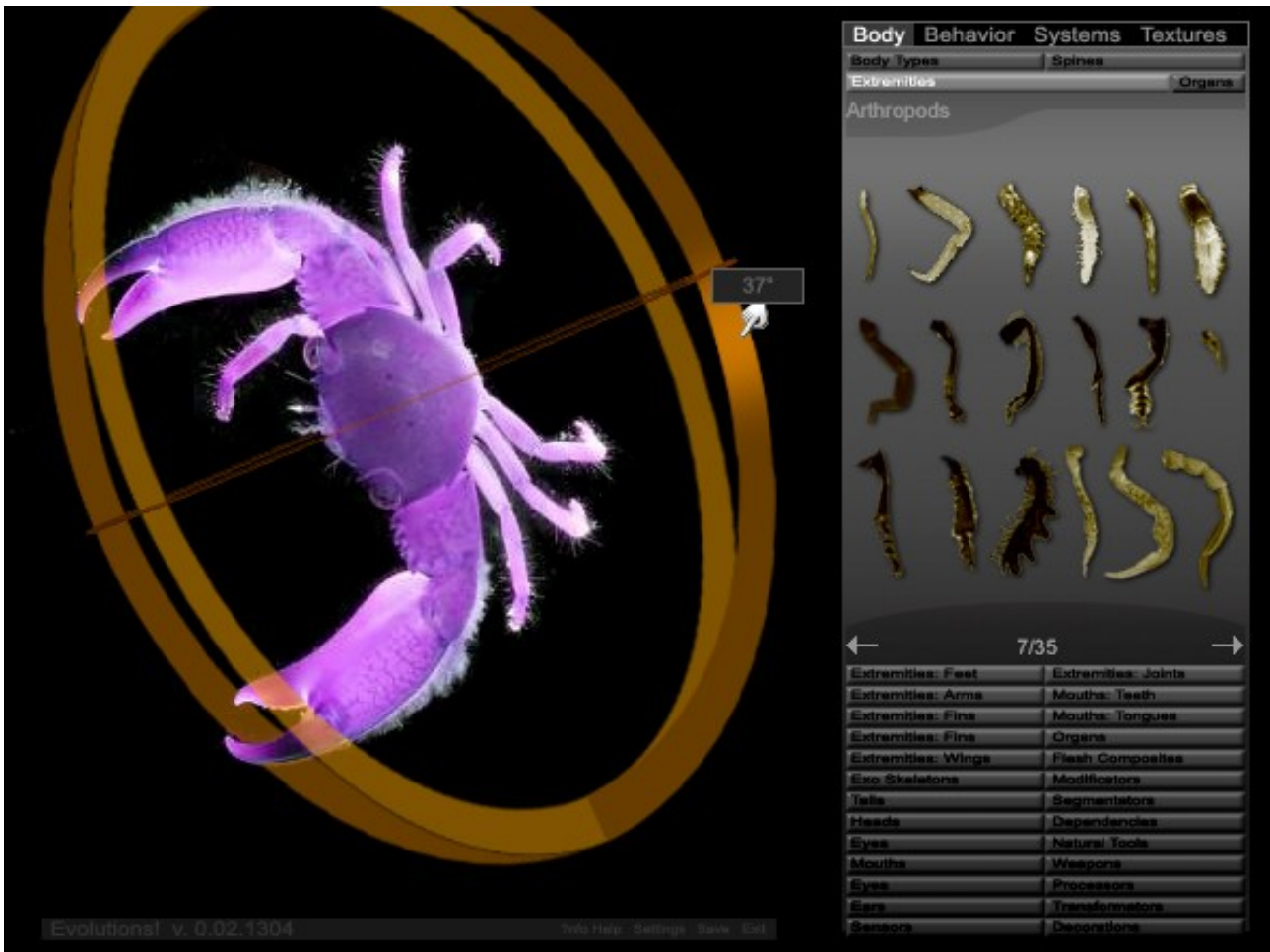
This editor allows the generation of fauna and flora, but maybe also to create new classes of life (maybe something in between, more the one than the other or more the other than the one, or whatever). Therefore, this editor is loaded with thousands of different parts of organisms. Most of them will resemble parts of existing Terran organisms, but the player can modify them in some ways (stretching, thickening, etc.). Another intention is, after some time, to publish guidelines to the *Evolutions!* community how those parts can be created, and to add thousands of new parts to the Organism Editor. This will be done, probably, by updating the software with patches. Those patches will be deployed through the existing *Evolutions!* website.

The player can create tiniest creatures like cells or multi-cellular life forms, or can create very primitive life, up to very complex life forms. The entire creature can be scaled up or down, based on the environmental conditions of the planet the creature is domestic at the moment.

It is very important to know, that this game has no balancing factors built-in, in terms of the life forms. It is up to the wisdom or fun of the player, how the creatures are made, or which creatures are accepted for a game.

Parts for the following categories will be in this editor: extremities (legs, arms, fins, wings), heads, claws, feet, eyes, sensors, breathing organs, mouths, ears, tongues, teeth, voice and sound organs, weapons (inclusive specialized carnivore leaves for plants or mixed organisms), decorations, details, tails, exo-sceletons, body segmentors, leaves as photosynthesis elements, bacterias as photosynthesis elements, blossoms, stems, branches, roots.

Also, additional body modifications can be done with additional joint points.

Texture layers can be applied to the entire body and also to individual body parts.

Body parts and textures are melting together. Some body parts are like additions to the body's surface, some other body parts sink partially into the body, like some eyes or some mouths, to give an example. The sound or sounds of an organism don't depend on the mouth but on the voice organs.

The organism can be tested through a so-called testing area, also known as *Area 51*. That testing area provides various challenges to see how the organism performs. It contains lakes of any liquid for swimming or diving, tree trunks to jump over, a long path for walking and running exercises, earth holes to jump or fly over, some trees and other things to interact with. It is also going to be possible to load another organism into the testing area in order to study their interaction (peaceful or hostile). There will be an artificial intelligence to give hints to the player, with the name "*J-Rod* ".

Complexity is an existing value for all organisms, but there is no limit. It is up to the player's wisdom or experience, or fun, to decide how complex the organisms will be. Limits are given, however, by the PC's performance.

The player can also influence the organism's type of flesh, and other components the body is made of. That is important later for the food chain, because not everything can be eaten by everything. Some combinations are very nutritious, some less, some other combinations are edible but have no nutritious gain, some combinations bring positive or negative side effects like paralysis, dyrhea, or if survived or happening often also increazed immunizations against something or genetical changes (funny or not), and some combinations are just lethal.

The components of the internal makeup determine the color of the organism's flesh and blood (if existing).

C.c.02   Organs Editor

Usually the game randomly puts basic organs and food processing mechanisms in place. But the player is free to alter the internal systems of any organism at will. This is a good training to understand dependencies and chain reactions. There will be hundreds, or even thousands, of possible internal systems which the player can use and modify.

The internal systems handle what an organism requires to stay alive. That can include gases (oxygen or others, or mixtures), food component types (like a certain amount of proteins per day, others, or mixtures), but it also handles if an organism needs to symbiont with other organisms to survive (growing algae or fungus inside the own body for providing oxygen or othergases, or voltage for electrical weapons, or light for flurescent trap or decoration organs, or for photosyntesis, and so on).

Here, too, the values for sexuality are set: single sexulality, couple-wise, or systems which require more than two organisms.

C.c.03   Behaviour Editor

This editor allows to change the psychology and the behaviour of an organism. This way, the player can change values to make the movcement of the selected organism extremely slow, that the organism moves barely a meter a day which on the other hand allows, if the player wants, to dramatically increase the strength or healing values of that organism. The movement speed can be increased, too, now at the cost of healing or strength values.

Other attributes, like natural curiousity, smartness, fear, aggression and many others can be changed here, too.

Also, here the player determines which environments the organism prefers, and which it accepts, and which it dislikes. Environments contain liquid surfaces (liquids to be determined), aquatic biospheres (again, liquid to be determined), swamp areas, normal land, dry prairies, very dry deserts, highlands, lightly or dark day times, forests, bushes, air (gas to be determined), subterran between roots or regular soil or fine sand or caves, arboreal in the trees or on tall organisms, or inside the bodies of host organisms.

Also, this editor allows to make an organism social or not: single, couple-wise (amount depends on type of sexuality), small groups, herds, or large swarms.

C.c.04   Food Chain Editor

This editor does not edit one organism, but it allows the player to create entire eco systems on the selected planet. The player sees all organisms and can, based on their compatibility, create the food chain or food chains. The game mechanics (here represented by the articicial intelligence "*J-Rod*" allow only to use compatible organisms, and suggest changes.

This editor influences the automated Eat-And-Be-Eaten of the selected planet. Still, during the game play, the player can decide what his own creature should try out to eat. The results will be … interesting.

C.c.05   Building Editor

This allows the player to customize existing buildings of any type, or to create entirely new buildings. Also, the player can design the inside of the buildings, and their required habitat (on land, on trees, on the ocean surfaces, aquatic, etc.). A set of buildings is provided at game release.

The player can add productional attributes to any building, and therefore create specialized or general animal farms, or plantations, or factories for the one or another product. Products can contain complex food, , tools, weapons, clothings, resources (wood, iron, aluminum, coal, food elements like protein, etc.), furniture, vehicles, happiness (restaurants, cinemas, arenas, etc.) or even citizens (apartments, villas, huts and shacks, etc.). Each building in *Evolutions!* Is considered to have the one or another, or a bundle of things it produces. The amount of the output depends on the inside of the building, and on the environment, and maybe on the amount of staff (not sure yet about this one).

Here is also defined, what materials are needed to build this building. The simpler, easier to get the materials the player selects to be required for this building, the higher are the

amounts needed.

C.c.06   Vehicles Editor

Vehicles provide faster or easier transportation in *Evolutions!*. Each vehicle type can have the one or another, or a bunch of different purposes. Some are exclusively for transportation, some for expeditions, some for military purposes or for peaceful trade, some might have a religious value, or fun, or fear, and so on. Some other vehicles can serve multiple purposes. The amount of that special factor depends on how the player constructs these vehicles, and on the environment. Not each vehicle can do its job in any environment. Some vehicles can manage atmospheres, some the underground, some aquatic environments, and some regular land, and so on. Here again, like in the Buildings Editor, the player can determine the inside of a vehicle and what is required for its construction.

C.c.07   Settlement Editor

This editor allows the design of very functional or very beautiful settlements. The existing buildings are one source. But the player can add paths in between, paved walkways, streets, meadows, parks or other beautifications (further increase of the happiness factor) or items which raise the fear factor, and so on.

The size of a settlement can be determined, too. It ranges from a very few buildings (like a tiny village) to dozens, hundreds, or maybe even thousands of buildings. This is merely more than a beautification editor with a few attributes it still can change.

C.c.08   Infrastructure Editor

Where the *Settlement Editor* ends with its functionality, the *Infrastructure Editor* starts. This editor allows the player to change the delievery lines and dependencies of the buildings on a planet randomly created by the game mechanics. If the player want to enable trading elements in his or her game (just by clicking a button), here the player can set those dependencies. This increases the challenge and difficulty level of a game at will. The player can switch on, and off, this feature anytime!

Colored lines symbolize in this editor, what goods are being produced here and there, and from where to where they are being transported, changed, and which new products are coming out of the combinations. This editor relies on the type of buildings previously used in a settlement.

This way, the infrastructure within a settlement of any size can be re-arranged, and even between different settlements. Also, this editor allows to set trade routes between different political zones on the same planet as between different planets of the same or different political rulership. And it also enables trade between different races, when the trade feature is witched on.

C.c.09   Events Editor

Yes, in *Evolutions!* there will be events happening on the planets! Those events are usually generated by the game mechanics and based on the age of a solar system or the environmental conditions on the planet self. But to give some more excitement, *Evolutions!* Allows the player to have a last word on those events.

Maybe the player don't wants that nearly his entire race is wiped out by a sudden and heavy earthquake, so the earthquake feature can be switched off, or it can be limited by the attitude range. The same applies to storms, hail showers, asteroid showers, pests, and such. Oh, and they can be switched on, and even increased... Enjoy!

This optional feature adds to the difficulty level of the game play.

C.c.10 Culture Editor

How often does your intelligent race celebrate? Do they like reading a lot (which educates faster)? Do they like to attend theatre plays or sport events? What do they think about Woodstock and wars? Do they like slavery? What do they really think about computer games? Oh, we shouldn't really ask this last question, perhaps.

Here you can set those attributes, and observe, what big parties happen in your settlements, or what else your citizens do to remain happy (killing their neighbors?).

C.c.11 Evolutionary Direction Editor

When you start as a little worm on the sea bed, you might have already big things in your mind: to become, one day, an intelligent species on the land. Well, here you can set certain long-term directions, to which your organism develops towards. Still, the final outcome and body layout (if not influenced with any editor) depends also on what you let your organism do, and how you do the things you do. But this editor will favorize some of your activities to make it a bit easier to develop towards that direction.

C.c.12 Mission Editor

With the *Mission Editor* the player can create some really cool adventures! These adventures are a feature which can be switched on or off, and they can require to include buildings, other organisms, plants, asteroids, and so on.

(more to come)

D Player Interaction

At the initial stage, due a lack of a sophisticated web platform (database and server-side programs) there will not be, YET, any multi-player option. However, in our own way, we may be able to create sharing fascilities so the players can share all of their organisms, buildings, vehicles, settlements and other things they developed. To which amount is not yet sure. We are looking for sponsors in that field.

D.a   Sharing of Organisms and Items

We will, at the initial stage, proved some sort of online forums which allow players to communicate with each other. There will be also the option of a TeamSpeak-based chat system, which allows the players to directly talk with each other, instead of slow typing.

That online forum will contain links to fansites, where interested players can see the creations of other players and where they can download them!

At a later stage, having sponsors, we will provide our own web portal to allow upload and download of all things. Once that kind of portal has been established, the game itself will enable direct sharing and using of (selected) things of other players.

E   Game Development

E.a   Current Stage

There is a big bunch of ideas coming from many players and fans. The game has not yet been developed, but the development is ready to be started. We need now to have all interested persons, developers and persons with visions, joining our existing team and to organize ourselves into different thematic groups.

Each group will have a certain focus and develop towards that focus. The group EC.02 will have the task to co-ordinate everything. Therefore, we will need persons with management skills, too.

E.b   Legal Platform

At the current stage, the game is intended to be FreeWare. This allows us to treat the software code as OpenSource and to make it easily available to everyone, so hundreds of developers can join and weld a mighty programming force for the good sake of the future game.

If *Evolutions!* would be a commercial software, we never could make the code available to the public in order to have many, many developers and ideas-giving persons with vision coming together. So the step to make it to FreeWare is just logical.

Also, we want that everyone can play this game. And we want to avoid terrifying and secret, hidden software packages like SecuRom. We do not intend to breach the privacy rights of our resopected player community.

However, because of the realistic graphics we intend to use, and other factors, we will add hints to the game release that the preferred age group does not contain the youngest among us, let's say, below the age of ten (10) years or so. The exact age limits are to be determinded still, and are based on the final product.

E.c   Developing in Thematic Groups

Based on the size of this project, it is necessary to split us into different groups. Each

group has its own focus and works towards it. It is possible to become member of one group, or several groups. Be invited to join!

E.c.01   Group EC.01: Game Ideas

The members of this team will suffer chronical headaches, because they will breed out day and night new, exciting ideas for the game. They will research on the forum to find out, what our growing fan community wants, too.

Members:

E.c.02   Group EC.02: Organization of Groups

Members of this team will have chronical headaches, too. Because they have the heavy duty to organize the co-operation between each other group.

Members:

E.c.03   Group EC.03: Game Mechanics

Another team with chronical headaches. This tough guys develop the game's intelligence, called *Game Mechanics*.

Members:

E.c.04   Groups EC.04.A01 - EC.04.C12: Editors (see section C)

And more headaches again! The different sub teams of this group are working on all those little crazy amazing editors, which you later use in the game so much!

Members:

E.c.05   Group EC.05: Graphics Engine

Evolutions! might use the highly capable Infinity Graphics Engine by BioWare Corporation. The members of this team, also suffering chronical headaches, will work hard to create some of the most stunning effects you have seen in the world of games.
Here is a sample of what this graphic engine is capable of:
http://www.youtube.com/watch?v=aCQgSBne0jg

Members:

E.c.06   Group EC.06.A: Real Physics, Group EC.06.B: Game Physics

If the hard work won't give 'em chronical headaches, then the physics will. This team looks around in the real nature and tries to adapt realy physics within the game. This team signs

responsible for how your organisms move around, the fruits you see falling down in the game, for planetary orbits, and for the entire evolution of star fields.

Members:

E.c.07   Group EC.07.A: Real Life, Group EC.06.B: Game Life

Another headache-causing task is to look around in the nature to see, what thousands of kinds of extremeties and other body parts animals got. Their goal is to adapt real life body parts into the game, and to work out, how. The 3D artists of this team will develop then the 3D models for all the parts!

Members:

E.c.08   Group EC.08: GUI (Graphical User Interface), Organism/Item Controls

Members of this team will develop the graphical user interface of the game (a headaching job) and also figure out what the best way is to have a unified, standadized control system for the organisms in the game, serving all possible stages.

Members:

E.c.09   Group EC.09: File Formats, Compressions and Speed Factors

If you join this team, you will be one of the developers for all our file formats. You also will think about how to keep the size of the files small, and how to maintain a good game speed. Ready for the headaches?

Members:

E.c.10   Group EC.10: Video Animations, Trailers

This is the right group for 3D and video artists! If you know how to create wicked animations and exciting trailers, then you're totally right here! Let others have the headache!

Members:

E.c.11   Group EC.11: Communications, Promotions and Marketing

It is a nice but headaching task to make sure that everyone will know about this game! That means, the members of this team will post in many forums, they will communicate with PC and gaming magazines, they will keep Internet communities up to date, and such.

Members:

E.c.12 Group EC.12: Website Developments

Day and night you will work as enslaved labour to create and recreate the *Evolutions!* Website. You will add latest technologies and stunning features to our website, and provide a solid, functioning platforms for one of the greatest revolutionary games of all times!

Knowledge of PHP and MySQL, Flash (effects and streaming broadcast) and HTM, CSS and JavaScript are required, alltogether or parts of that list.

Members:

F Alphabetical Developers List

(more to come)

APPENDIX   Ideas...

The following text e xcerpts (posted in some online forums) give a good idea of how the game play could be, please don't mind that it sounds like *Evolutions!* would exist already...

Excerpt 1

Screen Shot: Underwater creature, grown close to the stage where it can leave the water for a short time.

About the game (I know many of you are hungry for more information):

In many important ways it is NOT like our current Spore. Especially the evolution takes a way the player don't need (but can) to influence much, in opposition to Spore.

I could select at which point I wanted to start the evolutionary point. I decided not to start as a cell, but I told the game to start with a worm which lives at the bottom of the ocean, deep sea area, and just two inches long. I was able to design that worm with one of the sophisticated editors. I also told the game that I intend to get the evolution towards the land animals, but I always can change these long-term goals.

There are thousands of possible environmental changes in this game, and inside each ecological sphere. Based on how you react, and also based on the things you let your creature do, it might or might not develop the one or another possible joints for further extremities. An example: as a worm, I had no fins. But often i decided to move fast forward, and even to jump. The result was often a gliding. Doing this often, somewhen your creature (my worm) develops areas which become to fins. Depending on the kind of movements, like manovering or just gliding straight, your creature develops side fins as well, or not at all.

In my case, I got a tail fin at first. since I turned round during the gliding, my worm developed here and there some side fins. Sometimes I turned round at the front, sometimes I curved the body more to the end, so my worm developed three side fins at the rear, and even four side fins at the front. That took me two hours of game play, to come to that stage. You don't know, where you end up with your creature.

I still wanted to develop towards land animals. To reach that aim, I got my deep sea worm, now more a fish, getting used for the water areas above deep sea level. Two times my worm died, because I was too fast. But when i got him used in a slower way, after some generations he could survive above deep sea level. Still, for mating i had to go down again, into deep sea level, but for hunting my worm was already capable to leave the deep sea. It still has that fluorescent light organ on its head.

Finally I was able to had him living in shallow waters, and my worm fish, once only two inches long, measures proud three feet! During dry summers, these shallow waters became mud pits or even dried out. My worm fish still dies when the pit dries out, but he survives in mud. I made him moving with his front fins, and eventually they became stronger and thicker.

That's the stage where I am now. I believe, if I continue my worm fish will develop not only four but eight extremities at the front part of his body. The side fins at the rear, by the way, started to become smaller. They were been much bigger before. I will continue to play, to see where the evolution leads me to. I hope I can raise my little cute worm fish to an intelligent stage.

The Game Play:

Unlike Spore, which is made for children, *Evolutions!* is made for the age group of 15 and older. That shows. The controls are still intuitive and easy to learn and use, but there are plenty, plenty of possible controls. If these controls are not used, they are in a default stage.

You can even set psychological values ("Behavior"). That, too, influences how your critter develops, to which destination and how fast. The behavior shows during hunting/eating, mating, socializing, and confrontations. The more complex your creature becomes, the more space you get to add curiousity points, if you want. Or the game adds them automatically, maybe (and maybe not).

You don't have missions. But you discover the world around you, and do many things like hunting or eating, socializing, mating, aggressing, and such. And you react to environmental challenges. By the way, your interaction which other species also changes them the one or another way, during their own evolution.

You can interrupt your evolution, and set a new long-term target, or even change your creature rapidly like in Spore. Still, i enjoy much more to let the game carry me to a destination i just don't know.

There are still many faults in this game, it is somewhere between alpha and beta stage, hard to say. However, creature movement, evolution and textures look great already! The sound of each creature is very unique, and don't depends on the mouth alone, but also on what you make your creature doing, and on the environment.

Size of body parts matters! With bigger eyes, my creature can see more under water. I made the experience, with smaller eyes I lose rapidly sight under water, especially in dark areas. Larger tail fins make me faster, but larger side fins slow me down, but make it easier to change direction or to stop. Loud warning colors

keep some enemies away, and if you make your creature having the same color as the environment, less enemies can find your creature. But also, less challenges delay your growth of intelligence, unfortunately.

It is supposed to be possible to develop intelligence under water, not just on land. Underwater technologies are very different from land technologies, even the psychology of water creatures is different to land animals. There are flying life forms, too.

I am hearing, to build anything your creature must have developed the related skills. An example: to build a house your creature must have discovered that pushing something into something else makes a usable connection of two things. You need to make your creature discovering this (and many other things which I don't know yet) during the early stages of intelligence or late stages of being an animal. At least, this is what I am being told. I have not yet reached that stage, so i cannot say yet.

Also, the more arms your creature got, the more things it can carry at the same time, but that requires a more complex brain, which makes your creature somehow more sensitive to environmental changes or so. Not sure.

Another thing they are working on, right now, is that the chemical make-up of stellar clouds (which made our galaxy) can also be player-edited. There's a list of all existing natural elements, and as the player, you can distribute percentages (or fractions of percents) to each element, that's supposed to influence the type of planets and suns later in that galaxy which the cloud becomes to. And that's supposed to influence the life conditions on the planets of that galaxy. But this feature is not yet there.

Excerpt 2

Alright, I am sure you all are eager to find out, what happened with my little cute worm fish creature. This I will tell you now.

It was a hard work, to ground it. Means, several times my creature died when i tried to get it used to survive in drying out mud holes. Finally, after some generations, I succeeded! Now my worm fish has started its land-based evolution.

Evolutions!   Sven's Smart*DeapSeaWorm*

The shape of the mouth area is very unusual. I think, that comes because I made my creature getting used to dig in the sand for small insects, larvae and worms. With this mouth, it works a little bit like a fork, and it can pull that stiff lower lip through the sand.

I was right, the four strong fins became legs. The texture changed and starts to get plates (or whatever that's called in English) beginning at the legs. The light organ on the top of the head disappears quite a lot. Still, for mating my worm fish has to go back into water.

For now, I decide to use the nights for land excursions. I cannot go too far, because I dry out and/or there are some bad insects which bore into my skin and leave eggs there. Those kill my creature after some hours.

During the very early stages, I saw some very strange things in the distance: lights on the land area. But too far away to find out, what they were. Now I don't see them anymore. They looked like some signs of a civilization, but I might be wrong. I also saw from the distance, and also in early stages, some being (a life form) not too far away from my location, kinda studying plants and animals. But the game has some wicked "fear overlay": if the distance gets too short between an unknown creature and my worm fish, the real shape of that creature or being alters and becomes something what looks dangerous, and my creature puts distance between that being and itself. So I wasn't able to check out that being. Now I don't see it (them?) anymore, since many generations. My hypothesis is, that there was another intelligent species on my planet or something came from somewhere. But they have disappeared after some thousands of years, again, and slowly. Just a theory.

Now I can watch the landscape, and enjoy it. The days are very, very bright, i hardly can see then, everything is in bright colors and the shadows are very dark. Too much contrast. Like in a desert.

I also believe, that I am on a high-G planet. I think, that planet has maybe four times the gravity as our planet has. Whenever I see fruits falling down from the trees, they smash totally, only juiced flesh remains. And they fall fast. Also, my legs are very thick, and I got four of them. Even in the water, there were signs of that this is a high-G world: jumping was difficult, and my fins were really big.

The funny thick bump behind my head is, where the brain and the ears are. My brain is pretty small (I mean the brain of my creature!!!), not bigger than a two or three grapes, measured by the size of my body length. The length is now four feet. The three tail fin pairs have nearly disappeared, and the ending tail fin is thick and fleshy now, and smaller. I still can swim, but it takes more power (food) now.

Did I mention the sexual behavior? No? Then let me do it now. It requires three (!) sex partners to create offspring! One regular male (me), something in between to add additional chromosomes to the offspring, and finally a female which receives the egg from the middle-sex partner and has the eggs growing in her body. The eggs are buried in the sand at the beach, after mating ceremonies in the sea. I did configure it that way ("Behaviour" and "Systems") coz I wanted something *unusual*.

There is blood in the game. It looks pretty realistic. Also, blood is not necessary red, my own blood I saw coming out as very dark pink, nearly black (despite of the inner mouth color, a thinking error of the developers?). Might be, the chemical make-up of my body (the chemical elements of that planet) make it that way, not sure.

I still had not even one crash, I am happy about it. I am hearing, that the game would not lose too much of the progress when it crashes, I think it is auto-saving.