

Group 2: What if only carrots can grow in a field?

**Rabbits dominate the earth, living in prosperity with their seemingly infinite population always growing and a huge monopoly on farming and growing carrots. Humans live in slums, struggling to find any hope against their rabbit overlords and masters, working and slaving away for them.**

**Only one, born from a rabbit and a human, can see any hope of bringing together the rabbit and human world. Cast out from both worlds and without many friends to help, they must find a way to bring together both societies before everyone is destroyed in a terrible Carrot War.**

Comments and Feedback

[21/04 12:28] Kate Cawley

This sounds like a Quest concept? Could work well in game form as well as linear form. The rabbit/human hybrid is common or uncommon? Has there ever been one? Does it need to be a character born of both or one that transforms through sympathy/empathy?

[21/04 12:29] Kate Cawley

How could you scale this down, so you're talking about the world through the experiences of one character, rather than through a larger cast and a complex plot?

[21/04 12:30] Kate Cawley

WHAT is the central idea here, equality? Compassion? Cooperation?

[21/04 12:30] Kate Cawley

What incentive would the overlords have to 'reconcile' with the rabbits for example. Do the rabbits need the humans? Do the humans need the rabbits? What crisis might prompt cooperation?

[21/04 12:32] Kate Cawley

How might you use the medium to show transformation - might the rabbits become more human and the humans more rabbit? Might this shift show us that the opposing forces are coming together?

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