

Pre-Production Document for Capstone Project

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0.1 VR Farm

The player will be set into a farming environment and will plant seeds into the ground. He will consult the botany book in order to figure out the correct proportions of fertilizer, soil and water. Various farming tools in the vicinity will be used in unique ways and combinations to achieve this. If the plants weren't taken care of properly and weren't harvested in time the crops quality may be affected.