Sabotage – plant evidence, poison crops, spread diseases, “accidental” murder, stealing plants, spread rumors

Space plant farmer

Space plants

Space farm

Plant farmer – root out the competition

Space domes

5 farmer

‘health bar’

Decrease the task bar

* Killing staff
* Kill the staff
* Bury the body
* Burn the body
* Eject staff to space
* \*plant evidence
* Loot bodies
* Lock guards in areas
* Hurt plants/livestock
* Poison irrigation
* Unleash the cows
* Kill workhorses
* Breaking machinery (oxygen supply, carbon scrubber, irrigation system, cracking dome)
* Destroy irrigation
* Crack the dome
* Start a fire
* Destroy the turret
* Destroy tractor
* Destroy tiller
* Destroy seeder
* Destroy tools/toolshed

AI?

* Patrol and go towards sound
* Go towards sound
* Stand guard
* All have ray guns

Items

* Knife
* Shovel
* Lighter
* Fuel
* Fuel barrels
* Sledgehammer
* Poison
* Key
* Lock
* Cattle prod

SFX-

* Weapons (Knife stab, Cattle prod shock, Sledgehammer, Ray guns, turrets)
* Items (Lighter, fuel pouring, Key unlock, Poison)
* Animals (Cow, Sheep, Horse, etc.)
* Ambience (Irrigation sounds, machinery sounds, footsteps, looting sounds [pat down], guard alert sounds)