//Player sits down and is handed a mysterious manila envelope to open. Once opened, the player is taken aback by a waveform who gives him instructions.

Audio = Intro\_1

Boss Man: Greetings worker BB dash nine one five! You have been chosen to repopulate a special part of the universe that has been devoid of plant life for some time now.

Greetings worker 0 dash nine one five! You have been chosen to repopulate a special part of the universe that has been devoid of plant life for quite some time now. Why you? Well, that’s classified, but let’s move along, shall we?

Audio = Intro\_2

You have a stack of special access codes from the envelope that allow you to manipulate certain plots of land on multiple planets.

You have a stack of special access markers from the envelope that allow you to manipulate certain plots of land on multiple planets. Each marker is labeled with its purpose. They will each show you projections of different planets under your care.

Intro\_ 3

Also put on the special watch, we’ll be using that later.

Intro\_4

…

Place a plot of land in front of you now. To use it, you will need to focus on it. Try looking at it from different angles until it is highlighted in green.

Audio Intro\_5

//Pause: Wait for raycasting to be detected

Well done! You now know how to look at things.

….

So, get to planting! Oh, right. You don’t know how. While the land is highlighted, try poking it with your right index finger.

Intro\_6

//Pause: Wait for dig hole poking the digging dig times to be detected

So clever. Now you can finally plant a seed. But first, you’ll have to select one.

Look up.

….

Do you see the three seed family above you? Pick whichever seed family you would like and tap it with your index finger to select a seed. A seed will spawn before your eyes.

Intro\_7

//Pause: Wait for seed select

Now pinch the seed with your fingers, and drop it over the plot of land that you have already prepared.

//Pause: Wait for pinch release gesture thingie

Intro\_8

Wow!Comet Salzburg!How fortunate! Now you can select a color for your plant.Try pinching the color you would like and sprinkle it over your plant by rubbing your fingers together.

//Pause: Wait for sprinkle color gesture

Intro\_9

Beautiful. You have a real knack for these things.

….

But wait! Your plant still needs to be watered. Remember all those other markers from your envelope? Find the watering pot. Pick it up and pour it slowly over your plant. These plants need plenty of water, so pour generously.

….

That’s it! Keep pouring!

//Pause: Detect water pouring threshold plus 10 seconds.

Intro\_10

Alright worker. You can put that watering pot down now. You have been doing a quite lovely job so far. Why not take a peak at what your plant will look like when it’s all grown up.

….

Oh, don’t you know how? Pick up the portal marker and hold the space time portal in front of your little plant to see what it will look like in the future.

Think of it like a timewarp. You don’t want a carnivorous plant eating everything...that’s what happened on Planet Q….tragic days.

//Pause: 30 seconds

Have you gotten a good look at it yet? Personally I think it’s adorable. I heard from another mysterious robot voice that all the other workers are very jealous. When you’re done admiring your work, feel free to make some more plants.

….

….

….

I’ve stopped here – CG

Intro\_11

Remember, you need a fresh plot of land to dig a hole, then you need to pick a seed. Then pinch and drop the seed into the hole. Then pick a color and water the plant. By the way, some kinds of plants need more water than others, so if you pour for different amounts of time, you can select different plants from the same family. And you can see that plant by using the portal marker.

//Pause: Wait for another tree to be planted (that makes 2).

Intro\_12

You’re so talented. Keep going, you magnificent space horticulturalist.

//Pause: Wait for another tree to be planted (that makes 3).

Intro\_13

I just love what you’ve done with the place. By the way, you can carry on planting for as long as you would like. You are making an entire universe, and I would imagine that takes some time. However, whenever you are ready for something new, why not try jumping into things yourself? You could always try pushing your own head through the portal and just…see what happens.

//Pause: Wait for VR switch

Intro\_14

Oh! We’re in space now! Also we’re in the future, by the look of all of those matured plants. Why not try introducing yourself? Go on, give a plant a nice pat on the head to say hello.

//Pause: Wait for a plant interaction plus 5 seconds

My my my, how positively groovy. You could probably try tapping him again if you want to calm him down again, or leave him be if you like. Maybe that might sound nice with another plant as well?

//Pause: Wait for two loops turned on

~~WHAT IS THE ENDING TRIGGER I DON’T EVEN KNOW ANYMORE~~

Place these codes wherever you want and plant a seed that you like! Be as creative as you can. You never know, you might just get sent for field observation too…

// Need to include something about telling the player to put on a watch (also included the envelope).

//Player sees the empty plot of land in front of them. After a few seconds Boss Man comes back on the voice transmitter.

Instructions:

Audio = Intro\_3

Boss Man: Well don’t just sit there, get to it!...Oh...right...special new mission. Since you’re so far away, we’re going to have to dig up the ground a tiny bit differently. Look at the planet you want to dig up until it glows. Take your finger and poke a hole into the ground to make space for a seed.

// Player might need to be told that they have to be looking at the ground they want to dig (highlight the ground)

//Player pokes ground

Audio = Intro\_4

Not bad. Alright now, see that glowing blue seed in the sky?\*\*\*\*\*\*\* Tap the seed you want to plant. Pinch it and drag it down to the hole.

// Need to tell the player to TAP on a seed button first, which makes a seed spawn. Then the player pinches the seed and releases the seed above the hole they’re looking at.

//Player plants seed

Audio = Intro\_5

Great! Now let’s add some flare to your pending tree. We’re starting at a perfect time too! Comet Salzburg is passing by with it’s colorful tail. Grab some of that dust and sprinkle it on your seed.

//Player grabs and sprinkles dust

Audio = Intro\_6

Boss Man: Good. Your seed is looking a little dry through. How about some water? The amount of water you use will decide which species of plant will grow. Each seed family has a total of 3 species you can cultivate.

Audio = Intro\_7

Boss Man: Using your right hand, grab the watering can code and tilt it sideways. Water it as much you would like.

// Just a note: We’re putting the watering can on its own marker now. The player actually has to pick up a marker and tilt it. Hand orientation doesn’t matter anymore (no gesture). The player can water and stop “watering” as many times as he wants (tilting and un-tilting the marker).

//Player waters seed

Audio = intro\_8

//Player proceeds to do the process over a few times.

Boss Man: Want to check out what your plant will look like? Take a peek through the special portal code. Think of it like a timewarp. You don’t want a carnivorous plant eating everything...that’s what happened on Planet Q….tragic days.

// Player won’t be able to see the portal unless they pick up the special Portals marker. Not sure if the player will know what you’re talking about if you just tell them to “peak through that special portal there.”

//Player plants seeds.

// I thought the player didn’t get to go the VR world until all the plants were done being planted. But we can easily keep the option for the player to switch back and forth between AR and VR by tapping their watch

Audio = Intro\_9

Boss Man: Now would be a good time to use the watch. Tap on it to get transported to the world the plants are all in. \*\*\*\*\*\*\*

Audio = Intro\_10

Boss Man: Oh my...it seems all of that planting has taken a toll on the amount of stars in that region of space. Good news though, you’re being relocated effective immediately!

Audio = Intro\_11

Well...populating the planets backfired. But we can fix this! It looks like playing the plants has a direct impact on creating more stars. Give it a try by tapping them

// Again, the player is populating multiple planets with plants, not a single planet.

//As the player taps on the plants with a beat in the background, stars start to shimmer back to life.

Audio = Intro\_12

Boss Man: Hmm...that hasn’t done it quite yet. Keep creating music!

//When the player fills the sky with stars

Audio = Intro\_13

Boss Man: Great job BB-915. Your mission is complete! You might want to think about moonlighting as a DJ after this. You are relieved of your duty.