Farmer level: level design

Things I think we need:

* Box next to house, farmer can pick up the box.
* Crop field somewhere in the vicinity of the house/box
* Movement pattern that makes the farmer look suspicious to the drone (meticulous movement/planting? Maybe an interesting planting path?) \*\*To make this happen, we would need to “guide” the farmer to walk a path that portrays this.\*\*
* Justification for the farmer to plant the bomb (“If there’s no one else around, then what’s the point of planting a bomb?” type of deal. Maybe just having multiple of the same house asset on the map can make this more believable.

Hopefully, with our assets and vision for the layout of the farm, this is achievable.