

Task Sheet

Controls

- To **move** use W/A/S/D or the arrow keys.
- To **look around** move the mouse around.
- To **rotate the view** in 45-degree increments, use Q/E.
- To **grab objects**, press the left mouse button while touching an object. Depending on the selection (right- or left-handed), use the right or left hand in-game to grab objects.
- To **remote grab objects** target an item from a distance (maximum 1.5 meters) and press the left mouse button as soon as the white circle is highlighted in orange (right hand) or blue (left hand).

Task 1: Dig Holes

Grab the hoe from one of the crates.



Go to the area with the 6 soil tiles. On one of these soil tiles there is already a full-grown plant. Your task is to grow plants from the 5 remaining tiles as well.

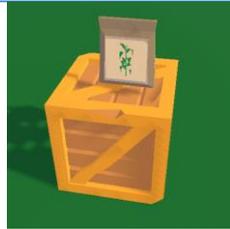


Use the hoe to dig a hole inside the 5 remaining soil tiles. A small particle effect is shown each time the hoe hits the soil. When a hole has been dug, this is indicated by a larger particle effect and a certain sound is played.



Task 2: Sow Seeds

Grab the seeds packet from one of the crates.



Go to the area with the 6 soil tiles (now having holes).



Turn the seeds packet on its head and make sure some seeds go into each of the 5 holes in the soil.

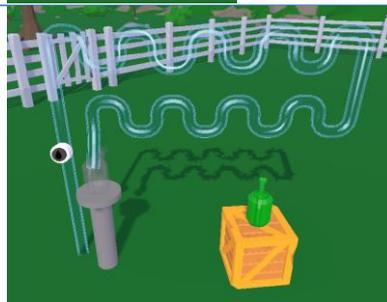


Task 3: Water Plants

Grab the watering can from one of the crates.



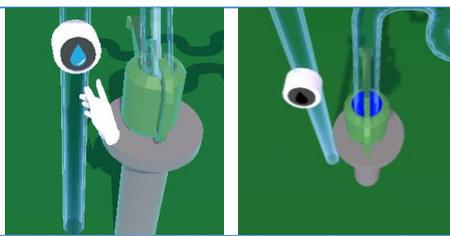
Go to the fill-up-station (the glass pipe structure).



Put the watering can into the outline till it is highlighted and then let go.



Press the fill-up-button with your hand. Wait till the watering can is filled with water. Then, grab the filled watering can.



Go to the area with the 6 soil tiles (now containing little plants).



Hold watering can at an angle to water all 5 plants.



The half-grown plants look like this.



Repeat task 3 (watering plants) until all plants are fully grown. If you run out of water, refill the watering can. A fully grown plant is indicated by a particle effect and a certain sound is played.



When all 6 plants are fully grown, it looks like this.

