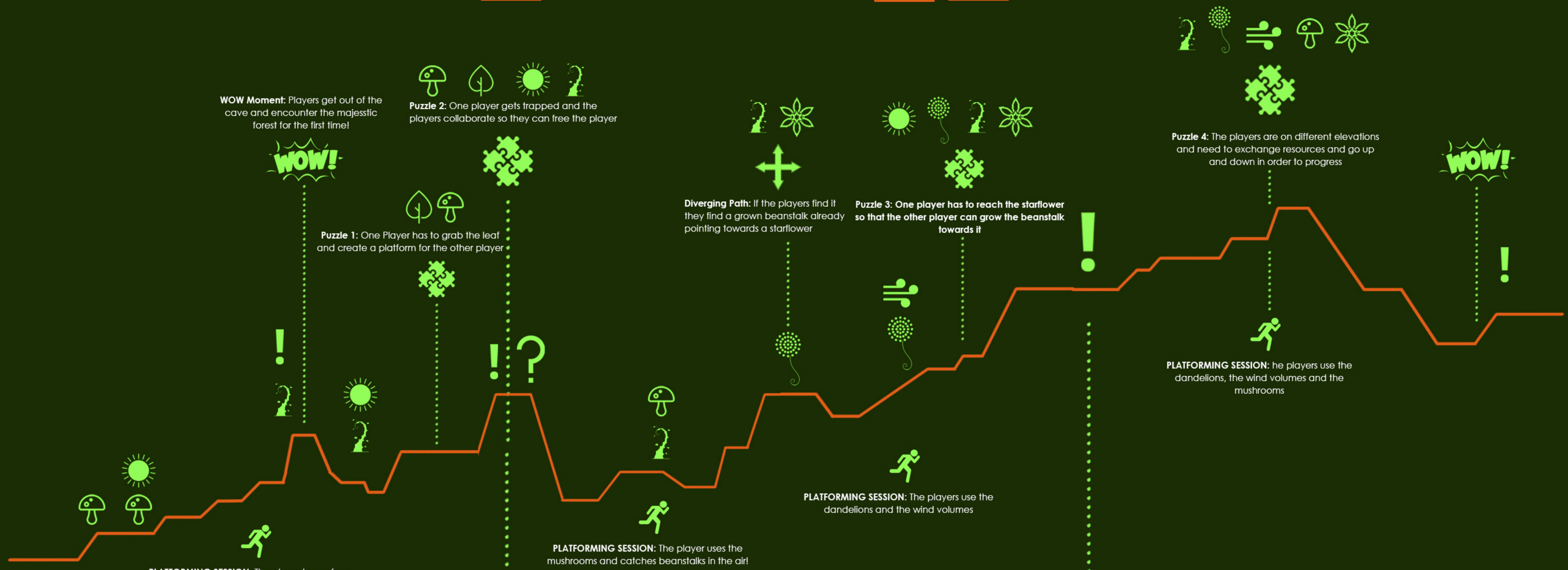


**What to teach:**

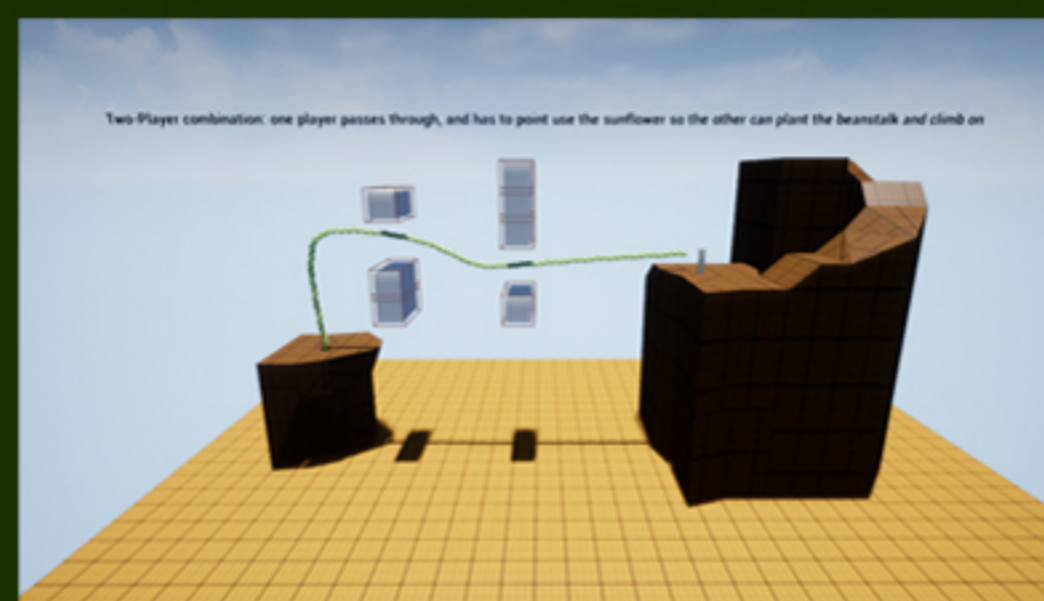
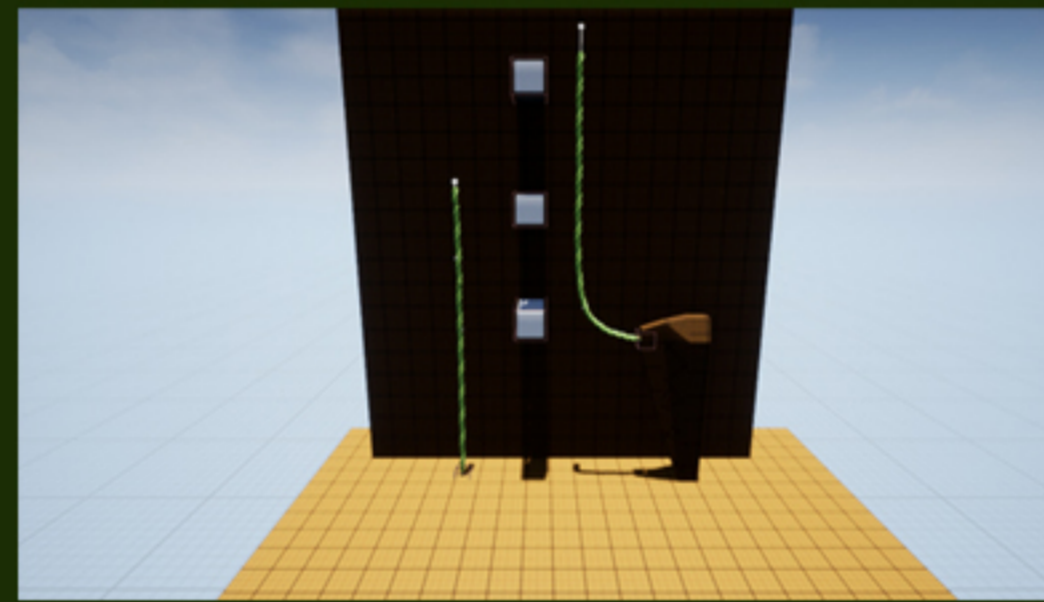
- 1. **Mushroom:** you can jump on it
- Growth Zones:** The plants are being grown inside specific zones that have a specific light source
- 3. **Beanstalk:**
  - i. You can climb on it
  - ii. It grows towards the light source
- 4. **Wind Volume:** Different impact on gameplay, depending on the situation
- 5. **Grabbable leaf:**
  - i. As a platform: one player has to grab it and the other one can step on it
  - ii. It lets the light in: one player has to grab it to let the light source in, the other has to grow beanstalk towards the light
  - iii. As a wind volume blocker: one player can grab it down and block a wind volume.
- 6. **Starflower:** It can direct the beanstalk so that it grows towards it
- 7. **Fanflower:**
  - i. It expands the length of the wind volume
  - ii. It changes the direction of the wind volume
- 8. **Dandelion:** It can make the players jump higher gaps if there is a wind volume pushing
- 9. **Physics:** Other than players pushing objects, the beanstalk can have physics encounters with other plants
- 10. **Multiple routes:** This game can have multiple pathways towards a specific location, the exploration of these routes can reward the player in multiple ways - puzzle solving, *lool*, *lore* (?)



$E=mc^2$



**Cinematic Event 1:** One of the two players gets trapped in some way and the two players will have to collaborate in order to free the player



**Cinematic Event 2:** Both players are being separated and have to traverse part of the level on different elevations and exchange resources

