

Stage	Sounds	Interaction
The seeds are in the soil, and the player sees darkness.	Rain, Plant growth, Crawlers, Breeze, Soft music	Physical interaction: Water, Smell(soil)
After the rain, the seed break through the soil and the player can see a light, as well as the soil around them, player can see the sky and some trees.	Plant growth, Leaves, Birds, Insects, Soft music	Physical interaction: Temperature(hot)
The seeds turn into saplings and see the big trees around them.	Leaves, Winds, Birds, The sound of wings	Physical interaction: Touch, Smell(Grass)
The sapling is gradually growing taller and the player can see flowers, mushrooms, and other plants around it.	Insects, Leaves, Winds, Birds, Grass	Physical interaction: Smell(mushroom)
Players can see some animals running around	Environment sounds, Animals, Animal footsteps,	Physical interaction: Smell(animal), Touch.
The small tree gradually grows into a large tree, looking at the surrounding landscape from a top view.	Environment sounds, Wind,	Physical interaction: Wind
The player can see small animals on the trunks of the surrounding trees, e.g. pine trees, birds.	Animals, Leaf	Physical interaction: Smel(Tree) , Touch.

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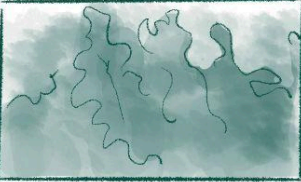


The tree grows taller and taller, becoming the largest tree in the forest, overlooking the whole forest

Wind, River

Physical interaction:
Wind,

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At night, the forest caught fire. The trees were in flames.

Fire,

Physical interaction:
Temperature

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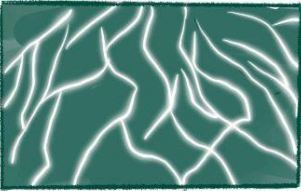


The tree was consumed by fire and plunged into darkness; it rained and doused the fire

Rain, Fire extinguished

Physical interaction:
Smell: (burning),
Water

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Large trees transfer nutrients to other trees through the Wood Wide Web before they die out completely.

Synthesised sound effects

Just look around

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A small tree by a lake gets the nutrients of a large tree to grow fast.

Music

Physical interaction:
Smell, Wind