

**Design Document for:**

# Alien Weed Wacker

**When Plants Attack**

**“You Fight Back!”™**

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# Game Overview

## Philosophy

I hate weeds. Not the smoking kind, but the kind that invades your garden and yard. It is socially acceptable and even encouraged to kill weeds. Numerous chemicals and instruments of destruction exist to kill them. In the end, only back-breaking physical labor can actually destroy weeds; pull them up by their roots. Now, most hard-core gamers most likely have little interest or interaction with weeds; however, the intense passion I have for these invading creatures that refuse to die, is woven through an epic tale of their complete and permanent destruction!

I wanted a game with a non-humanoid enemy. Even infected zombies were once human, resemble humans, and deserve some sympathy. Killing alien weeds that invade the planet is a “safe” enemy for even children to destroy.

Finally, the invading alien vegetation is only targeting our beautiful earth plants. They can injure the player (and other humans), but cannot kill the player. A player can lose the level by not fighting back the hoard of greenery, but begin the level over and try again.

## Common Questions

### What is the game?

You are the last remaining botanist on Earth. Running through locations on our planet (levels), you fight back the alien weeds, which grow and attack you. At the same time, you are able to collect elements to bring the weakened Earth vegetation back to life. Only by destroying the alien plants and strengthening/blooming the flowers will you ultimately defeat the invaders and prevent their re-growth. Players experience guiltless satisfaction in destroying encroaching alien weeds, resulting in restoration of the beautiful scenes.

### Why create this game?

*Flower*, produced in 2008 by thatgamecompany, and *Blossom Blast Saga* created in 2015 by King are beautiful games with flowering plants. I wish to combined this splendor of blooming flowers with the satisfaction of destroying weeds.

### Where does the game take place?

The game takes place on planet Earth; almost entirely outside where alien plants would grow. The first setting in a quiet, uninhabited Channel Island off the coast of Southern California. The final (boss) level takes place in a cave on this same island. In between, the many levels take place at well-known locations within the United States (Redwoods, Yosemite, Galveston, Hawaii).

### What do I control?

The player controls only one main character, the botanist Dr. Robert Jones. With his deep knowledge of plants, he is able to battle the alien invaders.

### What is the main focus/difference?

You are the last remaining botanist on Earth. Running through locations on our planet (levels), you fight back the alien weeds, which grow and attack you. Only by destroying the alien plants and

strengthening/blooming the flowers will you ultimately defeat the invaders and prevent their re-growth. Players experience guiltless satisfaction in destroying encroaching alien weeds, resulting in restoration of the beautiful scenes.

# Feature Set

## General Features

Levels, some of which are famous locations  
3D graphics  
64-bit color

## Editor

Unity 3D

## Gameplay

Single Player: jump, climb, run/walk, shoot aliens, can lose health but not die

Alien Weeds (grotesque hybrids of earth plants): grow, attack, spew acid and seed pods

Earth Plants: restored beauty (blooming flowers)

Locations: some famous and recognizable locations!



# The Game World

## Overview

The first setting in a quiet, uninhabited Channel Island off the coast of Southern California. The State Park system normally does not allow people on the island, but has agreed to sponsor Dr. Jones in his research on natural plant defenses. In idyllic little “farm” of organized rows of common Earth plants are soon disrupted by frightening monster plants. This would be the training level of the game; used for story and character exposition, as well as building knowledge of player moves and tools used to fight the monsters. Each successive level/setting would be of different famous outdoor locations: first in California, the US, and then the world. The final level of the game brings the player back to the original island, where the mother spore must be battled! The Redwoods, Yosemite, Hawaii, Galveston, London, Paris, etc.

## Alien/Earth Hybrids

The alien plants are grotesque and dangerous. However, once they are destroyed the player can see the full beauty of the Earth plant is returned. Each level begins with a dark ugliness of the plants, which have enveloped the level.

## Blooming/Victory Animations

When the level is cleared, the player has the pleasure of seeing the “famous” location in its full and beautiful glory.

## The Physical World

### Overview

The Physical World is a 3D representation of locations here on Earth.

### Key Locations

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Since the aliens depend on salt water to survive (and why they invaded in the first place), ocean ports, beaches, and beautiful vistas are rendered.

## Travel

After Dr. Jones defeats the aliens on a level/location, he conveniently gets the next location from his brilliant friend and colleague, Dr. Sicily Persimmons. Travel is not shown; he just is at the next level.

Level 1: Channel Island



Level 3: Hawaii



# The World Layout

## Overview

Different outside locations on Earth will make up the levels of the game.

### Level 1: Training

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The final boss level takes the player back to this same Island. The Mother Spore, which is responsible for the continuing attacks is located in a cave. Dr. Jones must defeat her here, in order to rid the planet of these invaders and win the game.

### Level 2: Redwoods

The second level will happen in the Redwood National Park in California. Additional levels, of locations in Hawaii, Texas, New York and Florida (all coastal) will be decided in the future.



## Game Characters

### Dr. Robert Jones

Dr. Sicily Persimmons, a former classmate of Dr. Jones, now works for the EPA. She is in constant contact with Dr. Jones, feeding him information about new attacks and helping him to process the information he discovers in his mission to save Earth. Sicily, called CC by her numerous friends, always had a soft spot for Bob. She is warm and friendly, and act as a guide for Bob (and the player) throughout the game.

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### Alien Plants & Boss

Enemy alien plants. These will start off smaller and easier to defeat. However, as the game progresses, and Dr. Jones acquires better fighting tools, the enemies become more deadly and frightening. While fighting these plants, Dr. Jones quickly realizes that they are sentient; they have intelligence not present in Earth plants. The final boss, the “mother pod”, is the only alien create with whom Dr. Jones is able to communicate with. While they fight, he learns she came from another world where they had consumed all natural resources from the planet. As one of the last surviving Mother Pods, she drifted through space until she found a planet which suited their species needs.



# Weapons

## Overview

Water gun, Super Soaker, Bazooka Blaster. Better guns are discovered as the game progresses to harder levels. Also, water tubes are pick-up ammunition. In downtown Galveston, Dr. Jones even uses a fire hose attached to a fire hydrant! The player is able to keep all the guns in inventory, and can switch between guns.

Of course all water guns can run out of fresh water (which kills the alien plants). Water pick-ups are found along the way, and the player can carry unlimited number of these!

## Water Gun

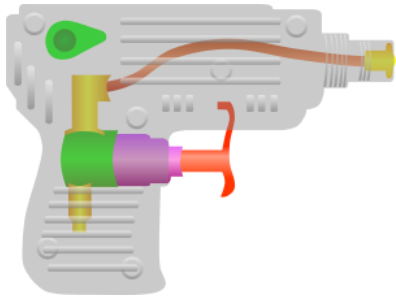
A simple water gun is the first weapon. Since the enemies are smaller at the beginning of the game, it is enough to defeat and clear the first level.

## Super Soaker

Upon clearing the first level, the player gets to unlock the Super Soaker. It shoots more water, and has a longer range.

## Bazooka Blaster

At an undecided future level, the player unlocks the Bazooka Blaster. It shoots water balloons, which explode on impact.



Water Gun

# **Musical Scores and Sound Effects**

## **Overview**

Something menacing when aliens are attacking, and something beautiful when flowers bloom.  
Obviously!

# Single-Player Game

## Overview

The player has to battle the aliens. His trusty friend, Dr. Persimmons, is able to communicate with him by cell phone and tell him of the next location and any new information about the aliens.

## Killing the Weeds

Larger alien plants take more fresh water to kill. If they mature too much, they can spew spores which create more alien plants.

## Player Health

Aliens are interested in attacking Earth vegetation only. However, some plants can spew acid which can hurt the player. Also, vines can strike the player causing injury; vines with thorns cause more injury.

When a player is injured, they just slow down. Running can be disabled; only walking is allowed until the player can heal (time is needed for the player to heal).

## Story

A lone botanist, Dr. Robert Jones, is working on a small island off the coast of Southern California. The game starts with the botanist waking up one morning, after staying up to watch a meteor shower. He finds some very strange looking plants not only growing among his neat rows of Earth plants, but consuming and genetically absorbing them. As he approaches, he is attacked.

Accidentally he discovers that fresh water acts as acid to these alien plants. When he destroys an alien plant, the Earth plant which was absorbed returns and blooms. Also, Dr. Jones learns that alien plants also need salt water and sun to survive, which Earth has in abundance. After he clears his island, he contacts his friend and former classmate working at the EPA, Dr. Sicily Persimmons, who alerts him to break-out alien vegetation attacks popping up all over California, and spreading across the country and the world.

Dr. Jones must travel to different locations to fight (and study) the aliens, which come in different shapes and have different attacks. As the attacks become more numerous, and the aliens deadlier, Dr. Jones discovers the “mother pod” which was hidden in a cave on his island; he is able to communicate with her and discovers her evil plan to take over the Earth. She has been responsible for spreading her spores, which mix with Earth plant DNA, creating monsters ready to consume Earth plants and destroy humanity in a battle for control of Earth. Dr. Jones must destroy her to finally rid the Earth of the alien menace and restore Earth vegetation!

## Victory Conditions

Playing as Dr. Jones, the player must finally defeat the Mother Pod to rid planet Earth of the invading alien vegetation!