

Action-Shooter, Rated E
Mobile Platform, Single Player
Release: Spring 2018

Alien Weed Wacker



Setting & Story

The natural beauty of Earth is being swallowed up by an invading, alien army of sentient vegetation. Tree-size vines with thorns 6 feet long are taking root, elephant-size seed pods are spewing acid; squeezing out the life from Earth's naturally defenseless flowers and fruits. All life on Earth depends on you to save it.

Player Motivation & Experience Goals

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.



Core Mechanics & Player Interactivity

- Running, dodging, jumping, platforming
- Sharp blades make aliens bleed and flame throwers burn the menacing vegetation.
- Collecting and using healing elements to bring dying Earth plants back to life



Features

- Blooming flowers, trees and bushes are breathtaking and rewarding in their beauty.
- The invaders grow and develop buds, which if allowed to mature will spew seeds; cause new alien growth.
- Some alien buds spew acid, which damages Earth plants.
- The botanist does not die; but can become weakened. Although levels can be lost; there is no "game over".
- Famous and well known Earth locations need to be cleared; Yellowstone, Versailles, Easter Island....



The Team



Art Director/Lead Artist
Lead Engineer/software Engineer
Producer/Creative Director/Designer

The Competition & Innovation

Thatgamecompany produced *Flower* in 2008; the player floats along, causing isolated flowers to bloom. Also, *King's Blossom Blast Saga* provides an intrinsic reward of making flowers bloom. While these games focused on the beauty of blossoming flowers, *Alien Weed Wacker* includes the immense satisfaction of hacking evil weeds to death!

Scope Management

The core mechanics of movement, fighting the aliens and artistic rendering of Earth's vegetation growing and blooming are vital to the prototype vision. Progressing to famous Earth locations, as well as including fruit trees and vegetable are expansion possibilities.

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