



ALIEN WEEK WACKER

When plants attack, Dr. Bob Jones, botanist, fights back!



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Basic Story Outline

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!

Player Characters

Dr. Robert Jones

Dr. Robert Jones was the youngest botanist to have graduated from the University of California-Berkeley with three Ph.D.'s in Bioengineering, Microbiology, and Plant Biology. Dr. Jones, called Bob by family and few friends, had received a grant to study natural plant defenses against invading diseases, and was alone on one of the four Channel Islands, off the coast of California which are protected by the Channel Islands National Park. Bob was a very serious student, and not very good in social situations.

Non-Player Characters

Dr. Sicily Persimmons

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.

Alien Plants

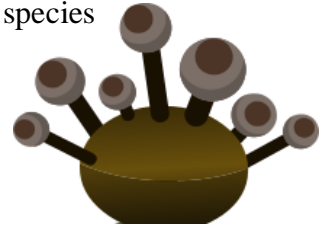
Enemy alien plants. These will start off smaller and easier to defeat. However, as the game progresses, and Dr. Jones acquires better fighting tools, the enemies become more



deadly and frightening. While fighting these plants, Dr. Jones quickly realizes that they are sentient; they have intelligence not present in Earth plants.

Alien Mother Spore

The final boss, the “mother spore”, 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 Spores, she drifted through space until she found a planet which suited their species needs.



Settings

Channel Island

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 plans 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.

Famous Settings (Other Levels)

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.

Other Important Narrative Elements

Equipment or "Legendary" Items

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!



Game Mechanics

Dr. Jones will climb, jump up and down, run/walk and shoot aliens. Vines and plants will attack, some with the ability to spew acid. When an alien plant is defeated, a beautiful Earth plant grows and blooms (great animation planned)!

Plant Creatures in the World

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