

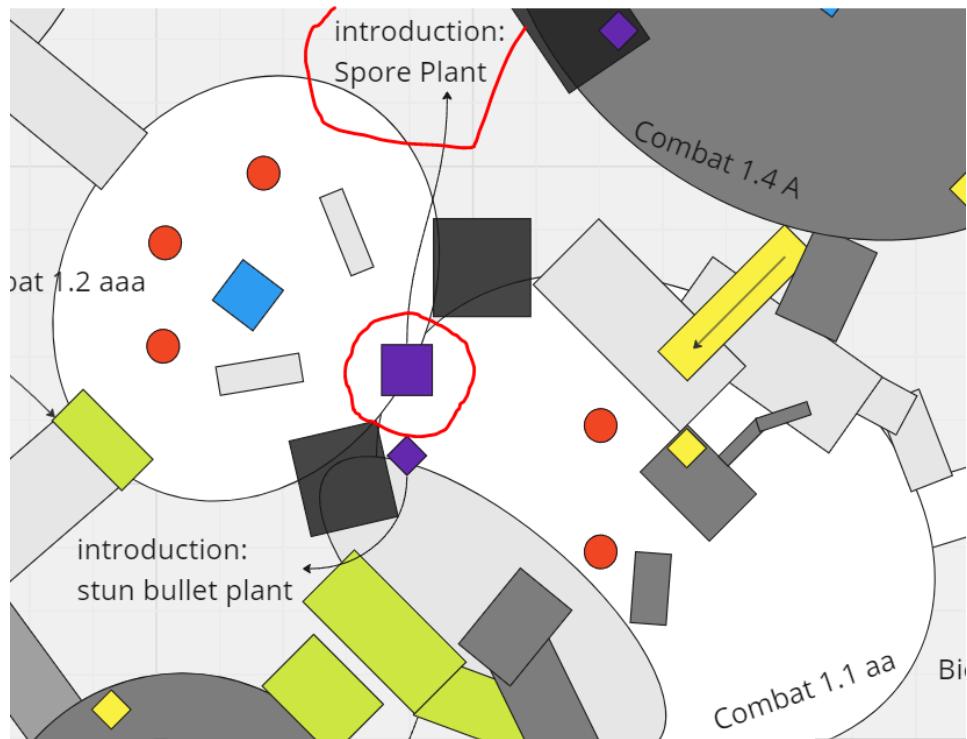
Environment Puzzle - Spore Bulb

Overview

Found in Biome 1, this puzzle serves as an obstacle that simply impedes players' progress. Most environment puzzles serve this purpose, this one acts as a more 'complex' wall.

Goals

- Create an interactable object that acts as a wall in biome 1



- Reinforce players' understanding of the **stun bullet** which is used to solve this puzzle

Puzzle

Players will stumble upon a massive plant bulb that is producing spore clouds around it. Players cannot walk through these spore clouds as they deal DOT damage to Chloe (similar to **venom** bullets). In order to get past this plant, players must take a **stun bullet** from the nearby **stun bullet plant** and launch it at the plant. This will stun the plant and cause it to stop producing spores long enough for Chloe to pass.

Model

- Should look similar to some kind of irl plant bulb
- Should look unnatural and or corrupted

Potential reference images:



Deku Like from *The Legend of Zelda: Twilight Princess*

Plantera from *Terraria*

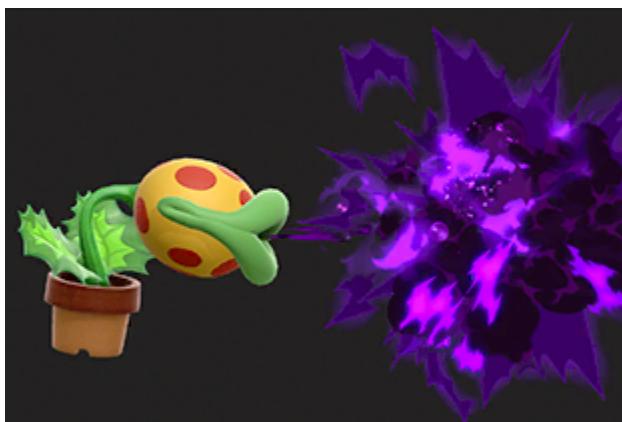


Plants and other hazards in *The Legend of Zelda: The Windwaker's Forest Haven and Forbidden Woods areas*



Animation/Particles

- Plant should look like it's breathing and or swollen
- Plant spores should look like smoke or some form of gas that surrounds the plant
- Plant spores should be the same color of green that **venom bullets** are



Piranha Plant side special from *Super Smash Bros. Ultimate*

Puffshrooms from *The Legend of Zelda: Tears of the Kingdom*

