PvZ RPG – The Zombie-Playing Game

Complete SPecific List Concept

# Template Area

## Zombies

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## Plants

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## Boss Fights

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## Weapons

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## Armours

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## Gadgets

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## Gardens and Garden Gimmicks

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# Non-Area Unique

These is all the everything that isn’t unique to an area (yet). Some of these will probably find a home somewhere else.

## Zombies

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| --- | --- |
| Player Zombie   * *Browncoat* costume * Costumes available in various colours * Basic Browncoat stats * Ability to use actions * Automatic spawn * Has *Bite* weapon at the start of the game |  |
| Browncoat   * Has *Bite* weapon |  |
| Conehead   * Has *Bite* weapon * Has *Cone* armour |  |
| ZCorp Costumer Service   * Has *ZCorp Pin* weapon |  |
| Gravestone   * Has *Necromancy* passive |  |
| Peasant Zombie   * Has *Bite* weapon * Fire Weak trait |  |
| Space Cadet   * Has *Space Gun* weapon * Has *Space Helmet* armour |  |

## Plants

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## Boss Fights

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## Weapons

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| Bite   * Munch type |  |
| Vaulting Pole   * Strike type * Pierce trait |  |
| ZCorp Pin   * Strike type |  |
| Riot Can   * Strike type |  |
| Torch   * Strike type * Fire trait |  |
| Excavator Shovel   * Strike type * Pushes the plant back one tile, switching it with the plant there if there is one |  |
| Space Gun   * Ranged type * Fire trait |  |

## Armours

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| Cone   * Helmet type * Fire Weak trait |  |
| Party Cone   * Helmet type * Fire Weak trait * Has more health based on how many Spawnlings are on the garden |  |
| Bucket   * Helmet type |  |
| Brick Head   * Helmet type |  |
| Ice Block   * Helmet type * Ice Immune trait * Fire Weak trait |  |
| Screendoor   * Shield type * Pass-through trait |  |
| ZCorp WC Door   * Shield type |  |
| Newspaper   * Shield type * Fire Weak trait * Pass-through trait * Gives zombie two actions on next turn after being destroyed |  |
| Space Helmet   * Helmet type |  |
| Holo-Shield   * Shield type * Applies Shielded trait to zombies in its column |  |

## Gadgets

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| Flag   * Passive type * Armour slot * Summons *Browncoats* |  |
| Rally Flag   * Passive type * Weapon slot * Summons *Coneheads* |  |
| Gravedigger Shovel   * Active type * Summons *Gravestones* |  |
| Ducky Tube   * Passive type * Armour slot * TBD |  |
| ZCorp Mug   * Passive type * Weapon slot * TBD |  |
| ZCorp Cellphone   * Active type * Summons *ZCorp Costumer Services* |  |
| Necromancy   * Passive type * Armour and weapon slot * Summons *Peasant Zombies* |  |
| ZCorp Pocket Robo-Shield   * Active type * Instantly equips the player with a *Holo-Shield* armour |  |
| Teleporter   * Summons *Space Cadets* |  |

## Gardens and Garden Gimmicks

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| Healer’s Grove   * PvZ 2’s Healer Zombie * Zombosseum themed temple * Heal related (TBD) |  |
| King’s Lair   * PvZ 2’s Zombie King * Dark Ages themed throne room * Armour related (TBD) |  |
| Gadget Scientist’s Lab   * PvZ Heroes’ Gadget Scientist * Far Future themed laboratory/workshop * Active Gadgets related (TBD) |  |
| ZCorp Consultation   * PvZ 2’s ZCorp Consultant * ZCorp themed office * Passive Gadgets, ZCorp or Spawnling related (TBD) |  |
| Engineer’s Workshop   * Garden Warfare’s Engineer * Workshop * Object related (TBD) |  |

# Training Grounds

The Training Grounds are the zombie’s specialised… well, training grounds and are where every player’s journey begins. It is mostly inspired by I, Zombie with its Cardboard Plants that are a perfect replica of the I, Zombie plant pool.

## Zombies

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| Player Zombie   * *Training Ground Bandana* costume * Reward for beating Training Grounds boss for first time |  |

## Cardboard Plants

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| --- | --- |
| Cardboard Peashooter   * Regular plant * Straight attack |  |
| Cardboard Sunflower   * Regular plant * Heal attack * Heals zombie if vanquished by Munch type attack |  |
| Cardboard Wallnut   * Protector plant * Pass-through trait * Fire Weak trait |  |
| Cardboard Potato Mine   * Ground plant * Ground attack * Takes two turns to arm up * Deals heavy damage once armed up * Vanquishes itself upon dealing its damage * Tiny trait |  |
| Cardboard Snow Pea   * Regular plant * Straight attack * Repeat trait |  |
| Cardboard Chomper   * Regular plant * Melee attack * Heavy damage with cooldown |  |
| Cardboard Repeater   * Straight attack * Chill trait |  |
| Cardboard Puff Shroom   * Regular plant * Straight attack * Limited range * Tiny trait |  |
| Cardboard Fume Shroom   * Regular plant * Straight attack * Limited range * Pierce trait * Laser trait |  |
| Cardboard Scaredy Shroom   * Regular plant * Straight attack * Effectively becomes a Protector plant if there are zombies in the 3x3 area around it * Cannot attack while in Protector form |  |
| Cardboard Squash   * Regular plant * Melee attack * Attacks zombie in front if hit by a Strike or Munch type attack * Attacks zombie in front of behind itself * Vanquishes itself upon dealing its damage |  |
| Cardboard Threepeater   * Regular plant * Straight attack * Attacks on its lane and neighbouring lanes |  |
| Cardboard Spikeweed   * Ground plant * Ground attack * Grounded trait |  |
| Cardboard Torchwood   * Protector plant * While alive, gives Fire trait to plants behind it, in its lane with the Flammable trait |  |
| Cardboard Split Pea   * Regular plant * Straight attacker * Can attack backwards * Backwards attack has Repeat trait |  |
| Cardboard Starfruit   * Regular plant * Straight attacker * Attacks in star formation |  |
| Cardboard Magnet-shroom   * Regular plant * Magnetising trait in its lane |  |
| Cardboard Kernel-pult   * Regular plant * Lobbed attack * Butter trait |  |
| Cardboard Umbrella Leaf   * Regular plant * While alive, gives Shielded trait to other plants in a 3x3 area |  |
| Cardboard Cactus   * Regular plant * Straight attack * Pierce trait |  |
| Cardboard Garlic   * Protector plant * Diverts zombie to adjacent lane when hit by a Munch type attack |  |
| Cardboard Tall-nut   * Protector plant * Fire Weak trait |  |

## Boss Fights

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| Dummy Dave   * Spawns Cardboard Plants during fight |  |

## Weapons

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| Cardboard Shooters   * Ranged type |  |

## Armours

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| Target   * Shield type * Passthrough trait |  |

## Gadgets

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## Gardens and Garden Gimmicks

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| Default Garden   * Exclusively spawns Cardboard Plants |  |

# Neighbour’s House

Most PvZ 1 plants will find themselves amongst other worlds or simply in the general pool. And the Shadow Plants from the Modern World are going to be moved right over the Dark Ages and/or Time Twister so I instead decided to base the Neighbour’s House on Rogue Garden with its unique mechanics and the all-iconic Brown Parka zombies.

## Zombies

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| --- | --- |
| Brown Parka   * Ice Immune trait * Has *Bite* weapon |  |
| Brown Parka Conehead   * Ice Immune trait * Has *Bite* weapon * Has *Winter Cone* armour |  |
| Brown Parka Slider   * Ice Immune trait * Has *Bite* weapon * Has *Sled* armour |  |

## Plants

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## Boss Fights

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## Weapons

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## Armours

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| Winter Cone   * Helmet type |  |
| Sled   * Shield type * Allows zombie to move two tiles instead of one * Fire Weak trait * Pass-through Trait |  |

## Gadgets

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| Frozen Flag   * Passive type * Armour slot * Summons Brown Parkas |  |

## Gardens and Garden Gimmicks

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| Default garden   * Has access to most of the plant pool * Daytime, Spring |  |
| Day-Night   * Some Fighting Gardens are in nighttime * Nighttime has a different appearance and exclusively uses shrooms and Protectors |  |
| Seasons   * Some Fighting Gardens are in Winter, Fall or Summer * Winter has a different appearance and spawns more Chill and Freeze plants * Fall has a different appearance and turns the middle lane into a water lane because of rain * Summer has a different appearance and spawns more Fire plants and sunflowers |  |