PvZ RPG – The Zombie-Playing Game

Initial Game Design Concept

# Player Avatar

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| Player is able to choose from multiple different avatars | | | | | | |
| Different colours to choose from | | | | | | |
| If code allows it, consider colour wheel for selection in addition to predefined colours | | | | | | |
| Use orange as default player appearance for concept and promotional material | | | | | | |
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| Different designs as reward (examples:) | | | | | | |
| Regular brown coat design | | Training grounds bandana design | | | ZCorp design (coatless + badge) | |

# Fight System

## Fighting Gardens

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| 3 lane x 9 column layout |
| Zombie spawn area smaller than plant spawn aera |
| Empty lane (4) where nothing may spawn to allow for movement |
| 5 column plant spawn area as reference to “I, Zombie” and because it’s the best arrangement |
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## Turn Order

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| Plants generated from area- and progress-based pools and “preferences”:   * Walls like being at the front * Ground plants like being in front of walls * Ranged attackers like to be at the back * 3x3 ability plants dislike corners * Et cetera |
| Almanac doubles as “chose your seeds” type menu outside of battle |
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| Player doesn’t count as part of the loadout |
| Objects tracked separately from zombies |
| Player choses where to spawn to initiate battle |
| Turn order:   1. Set-up phase 2. Player can spawn Spawnlings 3. Player character acts 4. Plants act 5. Spawnlings act |
| Set-up Phase   * All “start of turn” abilities take place * Events related to the garden the fight is happening in happen |
| Player character acts   * Player choses to perform action from one of the three kinds * Number of actions to be defined |
| Plants act   * Plants perform their active ability when possible * Plants act column by column, top to bottom, right to left |
| Spawnlings act   * Spawnlings are also controlled by player but only have one active action they can perform so no need for extra menus or buttons |
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| Fight ends when either the player character or all the plants are vanquished |

## Spawnlings Score System

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| Spawnlings cost Score Points to be spawned |
| You gain Score Points at the start of the turn, based on which turn it is |
| You gain Score Points for vanquishing plants |
| There may be other miscellaneous sources of Score Points |

## Zombie stats and actions

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| Player health carries over to next level and resets on new area |
| Spawnlings vanquish permanently but health and items reset if they survive a fight |
| Player can collect multiple of each kind of Spawnling, when selecting loadout all copies are brought into the fight allowing the player to summon more than one Spawnling of each kind |
| Movement   * Each turn, **before taking their action**, the player or Spawnling can move 1 tile non-diagonally * Some actions might forcefully move a player if their current position isn’t fit to what the player wishes to do * Even when forced, zombies can only move to empty tiles |
| Player makes one of three actions:   * Attack * Armour * Gadget |
| Attacks   * Work the same way for player and Spawnlings * Three types; Munch, strike, ranged * Munch and strike must move in front of the plant (x -1) to hit it (Automatically move if zombie isn’t there yet) * Ranged don’t require contact. Unless specified, they shoot in a straight line from the zombie spawn area. (Automatically move to column 3 in the correct lane if zombie isn’t on that lane yet and/or isn’t in the spawn area) * Munch actives “eaten” abilities while strike doesn’t |
| Armours   * The armour action equips an armour * Some Spawnlings spawn with armours, such as coneheads * Much like Spawnlings, armours disappear if they are fully used during a fight but carry over at full hp if they are still being worn at the end of the fight * Unlike weapons and gadgets, much like Spawnlings, the player can gather more than one of each armour in their inventory * Armours can be unequipped without an action at the start of the turn, but will still disappear at the end of the fight if they’ve taken damage and aren’t re-equipped before the end of the fight * Three types; Helmet, shield, umbrella * Helmet takes damage from all sources instead of health but doesn’t prevent status conditions * Shield takes damage from the front instead of health and prevents status conditions from there * Umbrella takes damage from the top instead of health and prevents status conditions from there * Only one armour can be worn at a time * Armour cannot be healed in any way during battle |
| Gadgets   * Two types; passives and actives * Passives are equipped; more powerful ones take up your weapon slot, meaning most attacks can’t be used unless specified and only Helmet type armour can be equipped (i.e. *Bite* doesn’t use the weapon slot), while other ones use the armour slot, or the “gadget slot”, meaning they don’t prevent use of armour * Passives are abilities that work for as long as the gadget is being worn * Passives can be removed without an action at the start of the turn * Actives are instant use abilities; they have cooldowns before they can be used again in the same fight * Only one Gadget may be in use at any given time |

## Plant stats and actions

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| Three types: Regular, Protector, Ground |
| Regular   * Your regular plant type, no special innate abilities or interactions |
| Protector   * Prevent player from using Munch or Strike type attacks on plants behind it (x +) even if there is space * Tanks Ranged attacks’ damage instead of the plants behind it |
| Ground   * Counts as empty tile for zombie movement * Does not need to be vanquished in order to win fight |
| Damage types: Straight, Lobbed, Melee, Heal, Ground |
| Straight   * Straight line attack * Shot if there is a zombie on the line of fire * Blocked by Shield type armours when attacking from the front |
| Lobbed   * Lobbed projectile attack * Lobbed at the zombie(s) in range * Blocked by Umbrella type armours |
| Melee   * Close quarter attack * Attacks if there is a zombie in range * Blocked by Shield type armours when attacking from the front |
| Heal   * Heals plant(s) and/or zombie(s) |
| Ground   * Attacks at the zombie from below * Only protected by Helmet type armour |

## Traits and Status Conditions

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| Vine   * Allows plant to spawn in the same tile as another * Must be vanquished before the plant inside * Pierce trait allows plant inside to be attacked first if the Vine trait plant is a Regular type of plant |
| Pot   * Allows plant to spawn in the same tile as another * Plant on top of it must be vanquished before it * Innate Tiny trait * Ground type plants cannot spawn on Pot trait plants |
| Amphibious   * Can spawn and move through/into water tiles |
| Aquatic   * Can only spawn and move through/into water tiles |
| Aerial   * Can spawn and move through/into any tiles, including void tiles * Zombies with the Aerial trait are immune to Ground type attacks, take extra damage from attacks with the Knockback trait (including ones that don’t deal damage usually) and can’t have the Sturdy trait |
| Chill   * Status condition inflicted if it hits the zombie or helmet * Causes the player zombie to act after the plants on their next turn * Immobilizes Spawnlings on their next turn * Status condition inflicted on plants * Doesn’t allow them to attack until nor during their next turn * Ineffective against Ice Immune zombies, armours and plants |
| Freeze   * Status condition inflicted if it hits the zombie or helmet * Immobilizes the player zombie on their next turn and causes them to act after the plants * Prevents Spawnlings from moving or attacking all together on their next turn * Ineffective against Ice Immune zombies / armours |
| Ice Immune   * On zombie: Immune to the effects of Chill or Freeze * On Helmet type armour: Negates the effects of Chill or Freeze * On plant: Immune to the effects of Chill |
| Stall   * Status condition inflicted if it hits the zombie or helmet * Causes the player zombie to act after the plants on their next turn * Immobilizes Spawnlings on their next turn |
| Stun   * Status condition inflicted if it hits the zombie or helmet * Immobilizes the player zombie on their next turn and causes them to act after the plants * Prevents Spawnlings from moving or attacking all together on their next turn |
| Butter   * Status condition has ¼ chance of being inflicted if it hits the zombie or helmet * Prevents player zombie and Spawnlings from moving or attacking all together on their next turn |
| Poison   * Status condition inflicted if it hits * Causes damage every turn * Does not damage armour * Wears off after 3 turns or if another status condition is applied |
| Repeat   * Attacks twice with the same action |
| Spread (n)   * Attacks **n** number of times with the same action |
| Laser   * Hits all available targets in range * On plant: Does not pierce through Shield type armour * On zombie: Does not pierce through Protector plants * Pierce trait allows Laser trait to continue |
| Pierce   * From zombie: Ignores Protector plants with the Pass-through trait * From plant: Ignores Shield type armour with the Pass-through Trait |
| Pass-through   * On Shield type armour: Doesn’t negate damage from Pierce attacks on zombie but still takes it * On Protector type plant: Doesn’t prevent Munch and Melee Pierce attacks from attacking plants behind it * On Protector type plant: Doesn’t prevent Ranged negate damage from Ranged Pierce attacks on the plant behind but still takes it |
| Armoured (n)   * Takes **n** less damage from all sources |
| Fire   * Deals double damage to Protector type plants and Helmet type armours with the Fire Weak trait |
| Fire Weak   * Takes double damage from Fire attacks * Double damage is not carried over to protected plant or zombie |
| Fire Immune   * Takes no damage from Fire attacks |
| Magnetising   * Establishes a range where plants with this trait can interact with armours with the Magnetisable trait |
| Magnetisable   * Affected by the Magnetising trait |
| Shielded   * Disables Pass-through and Fire Weak traits while Shielded is active * Gives Sturdy trait while Shielded is active |
| Grounded   * Can only be targeted by attacks that specify it |
| Tiny   * On plants: Avoids Ranged type attacks due to being small * On zombies: Max HP and damage is reduced * On zombies: Movement speed is increased by 1 tile |
| Imp   * Movement speed is increased by 1 tile |
| Flammable   * Projectile from straight attack can be buffed by Torchwood |
| Knockback   * ½ chance of pushing zombie back 1 tile (based on direction from which projectile came) * If pushed into an occupied tile, it jumps over if the tile behind is available |
| Sturdy   * Immune to the effects of Knockback |
| Friendly Fire   * On single-target attacks: Can target plants and zombies * On multi-target attacks: Hits plants and zombies alike |

# Dungeon Crawling

## Areas

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| Various areas based on different areas from the entire PvZ franchise |
| Each area has a visual theme as well as a pool of unique items, Spawnlings, plants and Non-Fight Gardens |
| Some of these are always part of the pool |
| They can still appear in areas other than their home area but not as often |
| Areas, the gardens in them, the plants in each Fighting Garden and the loot are all procedurally generated |

## Training Grounds

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| This is the first area of any playthrough |
| The gardens in the first visit to this area have very limited plant pools as to guarantee that most mechanics are showcased |
| The Training Grounds can appear as an aera after the first area and does include unique items as well as the unique Cardboard Plants |
| The area has Cardboard Plants reminiscent of “I, Zombie” and uses its plant pool from both “I, Zombie Endless” (image) but also including:   * Cactus (Dead Zeppelin) * Garlic (Me Smash!) * Tall-nut (All Your Brainz r Belong to Us) |
| Cardboard Plants are weaker versions of other plants in the game, sometimes featuring slightly different mechanics to their living counterpart |

## Non-Fight Gardens

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| Non-Fight Gardens are bonus rooms where players can earn items and Spawnlings, upgrade these, heal and hopefully more |
| There’s always at least one Non-Fight Garden in every area |
| Types of Non-Fight Gardens are:   * Shop Gardens (use Brainiac Coins to buy/upgrade items and spawnlings) * Bonus Gardens (complete minigames to earn various rewards) * Support Gardens (use Brainiac Coins for bonuses or heals) |

## Fighting Gardens and Garden Gimmicks

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| Plants are generated from a pool based on area and difficulty |
| Some areas might have unique garden events (day/night, rising waters, etc) |
| Some areas might have unique garden layouts that vary within the same area (pirate ship hole, etc) |

## Boss Fights

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| Essentially functions as a Fighting Garden |
| Boss fight can be based on a larger than usual swarm, a more powerful pool, a carefully arranged predetermined layout of plants or even a unique character |
| Boss fights mark the end of an area and give much better rewards |
| Every Mint will be turned into a Boss fight (at most one per area) |

## Brainiac Coins

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| You earn Brainiac Coins for beating Fighting Gardens as well as from some Non-Fight Gardens |
| Brainiac Coins are the currency used outside of fights |

# Minimal Viable Product

The Minimal Viable Product (MVP) is the bare minimum required for the game to be playable, in the case of PvZ RPG – The Zombie-Playing Game, this would be:

* Player enters an Area
* Player enters a Fighting Garden
* Player wins/loses and proceeds
* Player collects loot from the Fighting Garden
* Player leaves the Fighting Garden to go back to the Area

The minimum required things would be:

* The player character (Player Zombie) with 1 costume
* A plant
* The Bite item
* An Area
* A Fighting Garden
* Working movement and selection system within the Area
* Working turn-based combat within the Fighting Garden