

Defend Floptropica

An isometric strategy game.

Replicating the Magic of Capatian Planet and the Robots of Zarm,
A Micromedia Shockwave Flashgame, in more modern technologies.

Summary

Captain Planet and the Robots of Zarm is an isometric strategy game featuring the five Planeteers and their elemental ring powers. The goal of the game is to defeat all the enemies in the level and eventually reach and defeat Zarm.

The game has two teams: the player controlled team (Planeteers) and the enemy Robots of Zarm. The Player gets to control 1 Planeteer at a time in a set order. The Player gets move each Planeteer, after which they can select one of three abilities to engage in combat with the enemy. After the player’s turn, the enemies get to engage in combat and the AI is allowed to move and damage the nearest (alive) Planeteer. After each level, the player is allowed to pick a new Planeteer to add to their team. When all 5 Planeteers are playable, the player is able to summon Captain Planet which gives each playable character a third option to use once per combat level.

Resources

Each Planeteer has a resource meter: Health [HP] and Ring Energy[RE]. As long as a Planeteer has more than 1 health, they are able to be controlled by the player. If not, they collapse and become uncontrollable. In addition, each Planeteer has Ring Energy which allows them to use special abilities in combat. If this resource is depleted, the Planeteer will only be able to use basic attacks which have no cost.

Terrain

The game has terrain in which the enemy and player can move on. The terrain functions differently for the AI and for the Player. There are two states for the terrain: normal and polluted. Both terrain types are walkable for each team. However, a unit cannot share a tile that is occupied by another unit. In other words, a unit cannot traverse through another unit or exist on the same tile as a preexisting unit. Units will need to traverse around another unit to be positioned adjacently opposite of that existing unit. This includes collapsed Planeteers. It is probable for a savvy player to use the bodies of collapsed Planeteers to block enemy units from attacking healthy Planeteers in bottlenecks on certain levels.

For the Player:

Each Planeteer has a preferred Terrain which restores HP and RE. The challenge comes from micromanaging each Planeteer’s ‘Home Terrain’ and RE. Landing on a polluted tile will inflict a modest penalty to the player and reduce some of the Planeteer’s RE.

For the Enemy:

The enemy unit will target the closest, alive Planeteer. Each enemy unit has a certain amount of tiles it can traverse. For each coordinate traveled, it will pollute the tile it moved away from. At the end of the movement phase, if the enemy unit is within damage range of a Planeteer, it will attack and then the next enemy unit will have a turn. If all the enemy units have moved, control will return back to the player and the turn order will happen again. This goes on until all enemy units are destroyed by the player (victory) or if all the Planeteer’s collapse (defeat).

Playable Characters

The planeteers are from the show and have a moveset inspired by it.

Linka

Ring Power: Wind
Special Actions: Tornado and Wind Force
Home Terrain: Sand and Grass

Wheeler

Ring Power: Fire
Special Actions: Lightning Storm and Fireball
Home Terrain: Lava and Sand

Kwame

Ring Power: Earth
Special Actions: Avalanche and Terrain Repair
Home Terrain: Stone and Dirt

Gi

Ring Power: Water
Special Actions: Typhoon and Energize
Home Terrain: Water and Ice

Ma-Ti

Ring Power: Heart
Special Actions: Individual and Group Healing
Home Terrain: Grass and Water



Select a Planeteer menu shown to the player at the start of the game

Game Flow

This is an overview of the game flow.
Special thanks to Henry the Potatohead on YouTube for documenting [gameplay](#).



Notes:

Each character can advance in a 2x2 radius around the center of themselves, as long as there doesn't exist a preexisting obstruction and there is a valid tile to walk to. If there's an obstruction, the character will have to go around the obstruction if there's a path around it. Some tiles will be unaccessable by the player and enemy.

Remember: only one unit can exist on one tile at a time.



The player select a tile and the character, Gi, is shown walking towards the selected tile...



Notes:

After moving, the player will restore HP and RE if they land on a Home Terrain tile. In this instance, Gi has NOT landed on a Home Terrain Tile; however, she has full HP and RE. Therefore, landing on a healthy tile provides no bonuses or losses for Gi.

The player has an option to take an action after moving, they can use their basic attack one of two spells, or skip this playable character's turn. In this instance, the player can use a basic attack, or expend RE to use Typhoon or Energize, or skip their turn.

Enemy's Turn

Special thanks to Henry the Potatohead on YouTube for documenting [gameplay](#).



Notes:

Once all the player's actions are taken, all enemy units on the map will then take a turn. The enemy will move to the nearest Planeteer in order to execute an attack. Each enemy unit can only move a certain number of tiles. Each enemy unit must be in range to execute their attack. Some enemies may have ranged attacks. After an enemy starts and finishes their movement, the tile they have and are currently occupied become polluted. This polluted tile removes restorative effects for the Planeteers and actively removes RE for the Planeteer that steps on a polluted tile.



After destroying all the enemies, the player is shown a victory screen...



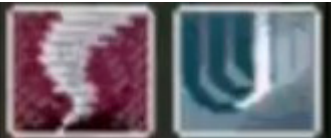
... Afterwards, the player is taken to a loading screen, where they can enter a jump code to another level.

Character Actions

An overview of special abilities the Planeteeers can use.
Special thanks to Henry the Potatohead on YouTube for documenting [gameplay](#).

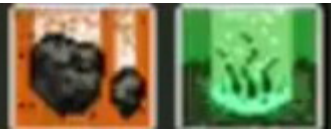
Linka

- Tornado
 - Cost: 400 RE
 - Range: 3 tiles away from Linka
 - Area of effect: 2 tiles from clicked tile
 - Damage: 300 in center, 200 otherwise
 - Notes: N/A
- Windforce
 - Cost: 300 RE
 - Range: All tiles in a + shape from Linka
 - Area of effect: 1 Tile
 - Damage: 300
 - Notes: Pushes enemy back to map’s edge or the first obstacle it comes into contact with



Kwame

- Avalanche
 - Cost: 500 RE
 - Range: 2 tiles away from Kwame
 - Area of effect: 2 tiles clicked tile
 - Damage: 500 in center, 350 otherwise
 - Notes: N/A
- Cleanse Terrain
 - Cost: 100 RE
 - Range: 3 tiles away from Kwame
 - Area of effect: 3x3
 - Damage: N/A
 - Notes: Restores all tiles in a 3x3 Area



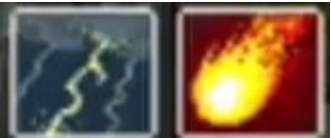
Ma-Ti

- Heal
 - Cost: 300 RE
 - Range: 1 tile away from Ma-Ti
 - Area of effect: N/A
 - Damage: N/A
 - Notes: Fully restores HP. Can target self.
- Group Heal
 - Cost: 400 RE
 - Range: 2 tiles away from Ma-Ti
 - Area of effect: 2 tiles away from clicked tile
 - Damage: N/A
 - Notes: Restores 400 HP. Can Target Self.



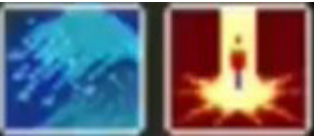
Wheeler

- Lightning Storm
 - Cost: 600 RE
 - Range: Entire Map
 - Area of effect: All Enemies on the Map
 - Damage: 250 HP on clicked tile, 200 otherwise
 - Notes: Any enemy can be clicked on the map
- Fire Ball
 - Cost: 400 RE
 - Range: All tiles in an X shape around Wheeler
 - Area of effect: 1 Tile
 - Damage: 700
 - Notes: N/A



Gi

- Typhoon
 - Cost: 500 RE
 - Range: 3 tiles away from Gi
 - Area of effect: 1 Tile
 - Damage: 800
 - Notes: N/A
- Energize
 - Cost: 200 RE
 - Range: 1 tile away from Gi
 - Area of effect: 1 Tile
 - Damage: N/A
 - Notes: Restores all RE. Cannot Target Self.



All Characters

- Basic Attack
 - Cost: 0 RE
 - Range: 1 tiles away from player
 - Area of effect: 1 Tile
 - Damage: 300 - 500
 - Notes: N/A
- Summon Captain Planet
 - Cost: N/A
 - Range: N/A
 - Area of effect: Entire Map
 - Damage: 500
 - Notes: Restores all tiles, damages all enemies on the map, can be used once per level by all characters. Can only be used when the entire Planeteeers are assembled.
- Skip Turn
 - Skips the current character’s turn.



Identified Enhancement Opportunties

How to make Defend Floptropica feel familiar yet unique

Features subjected to be added, removed,updated