Goal

Peaceful and slow tower defense game.
The mission is to save plants in the water tank from alien spieces in the water tank. Player can spawn a fish to reduce aliens.
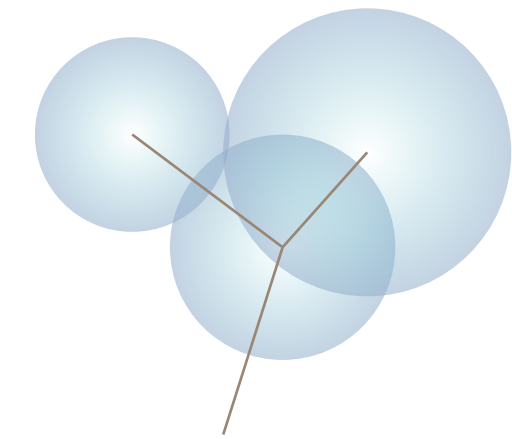
Characters

Main Player

- Randomly moves if aliens are not detected.
- When aliens are in the view within range, main character follows aliens.
- Swipe to spawn with detection.
- Having too many characters in the scene takes up too much oxygen. Characters may slow down.

Aliens

- Aliens randomly moves if plant is not in the range.
- When plants are in the view within range, alien moves toward plants.
- Eating plants reproduce aliens.

Plants

- Environments grow by itself.
- Aliens can reduce size of plants.
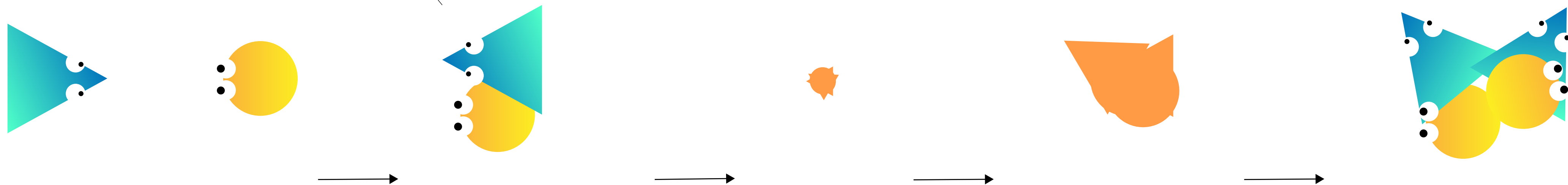- Reduction of plants can reduce oxygen level of environment which slows down main characters.

Character Logic (Main Player)

Male and **Female** may become
couple by discovery of each other.

Parameters : Couple Rate

Couple move together without
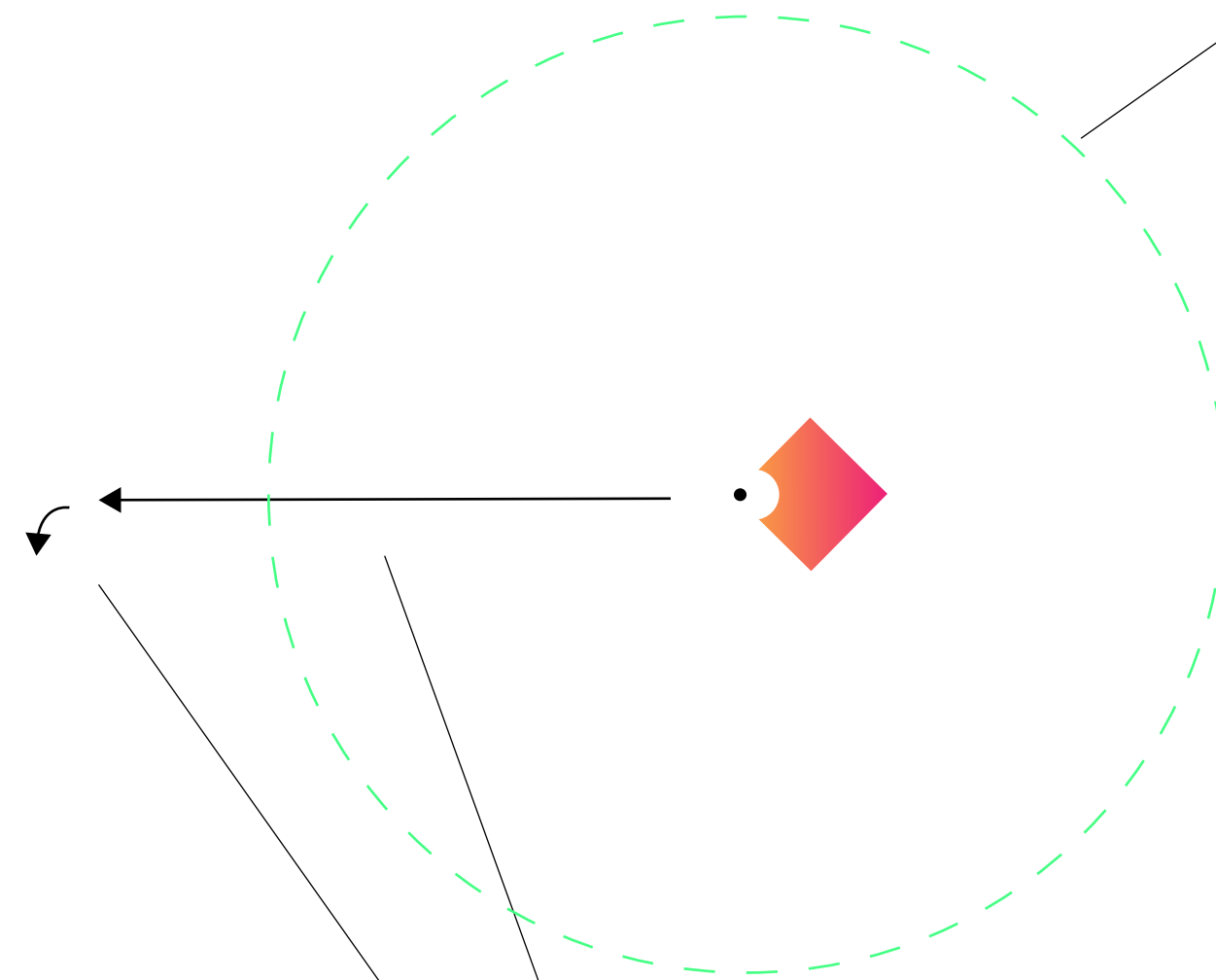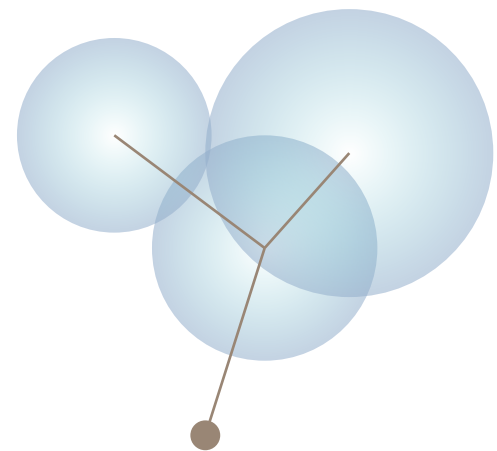interaction to alien. Eventually,
couple may reproduce new fish.

Parameters : Birth Rate, Kids Number

Character Logic (Alien)

Alien has detectable range. If a leaf was within the range, alien only moves toward it.
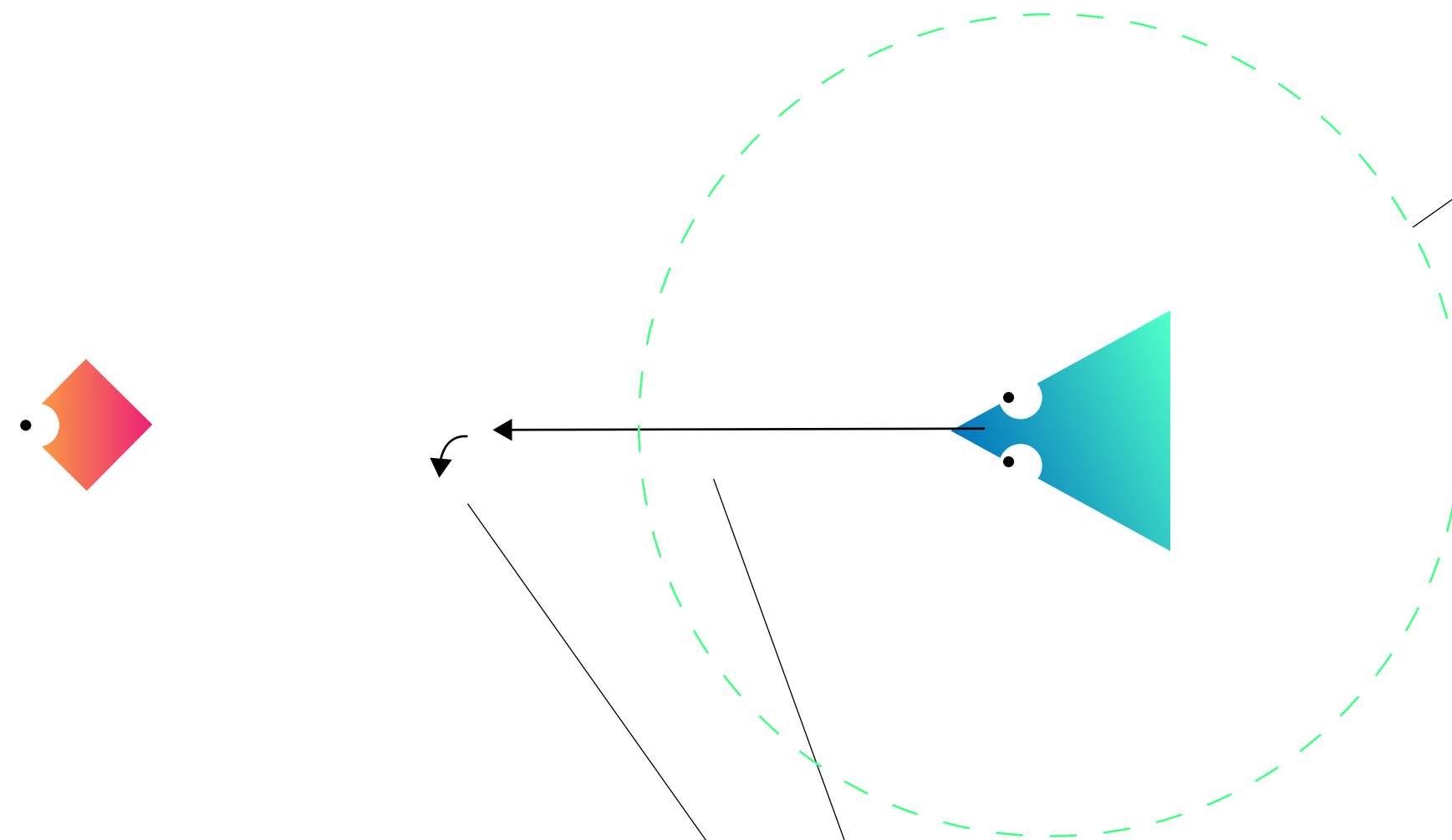
Parameters : Discovery Range

Alien keeps moving into a direction and rotates randomly.

Parameters : Speed Distance, Rotation Range

Character Logic (Main Player)

Player has detectable range. If an alien was within the range, player only moves toward it.

Parameters : Discovery Range

Player keeps moving into a direction and rotates randomly.

Parameters : Speed, Distance, Rotation Range

Character Logic (Plants)

Leaf grows from end of branch.
Leaf grows by time until max size.

Parameters : Max size, Grow Rate

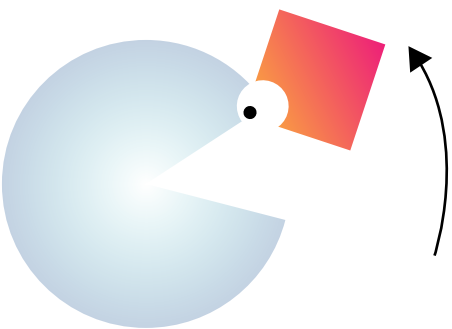**Branch** grows from plant source

Parameters : Length, Branch numbers

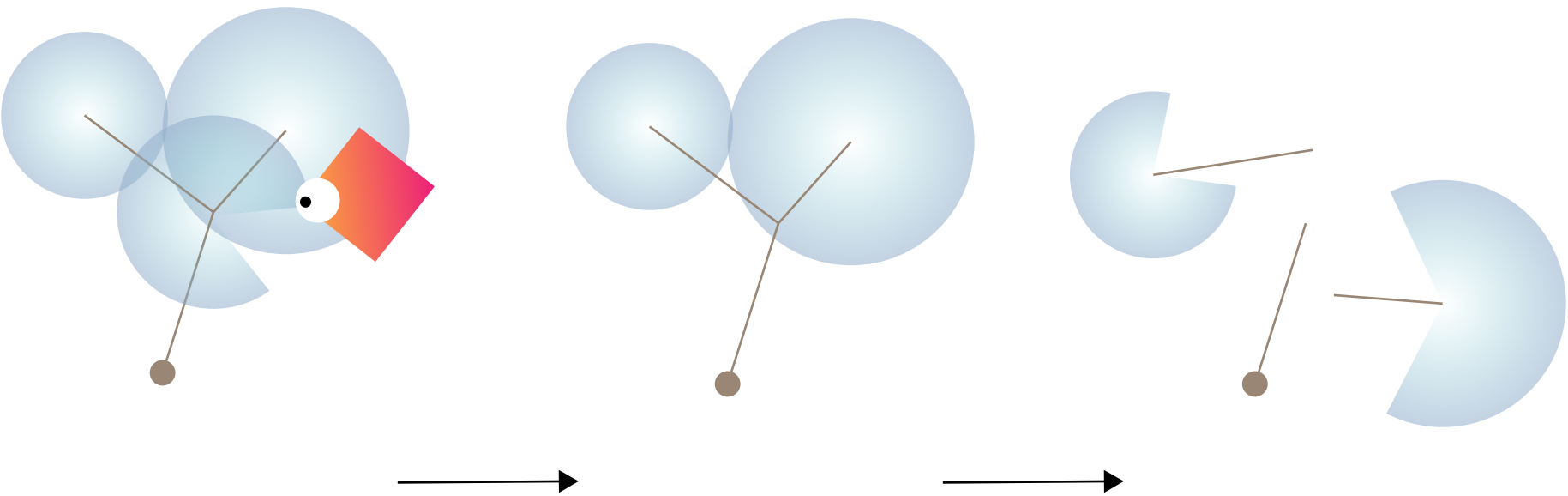**Plant seed** stays permanently sourcing branch.

Parameters : Branch numbers

Alien eats leaf. Alien moves over circumference of leaf. If alien was removed, leaf can recover.
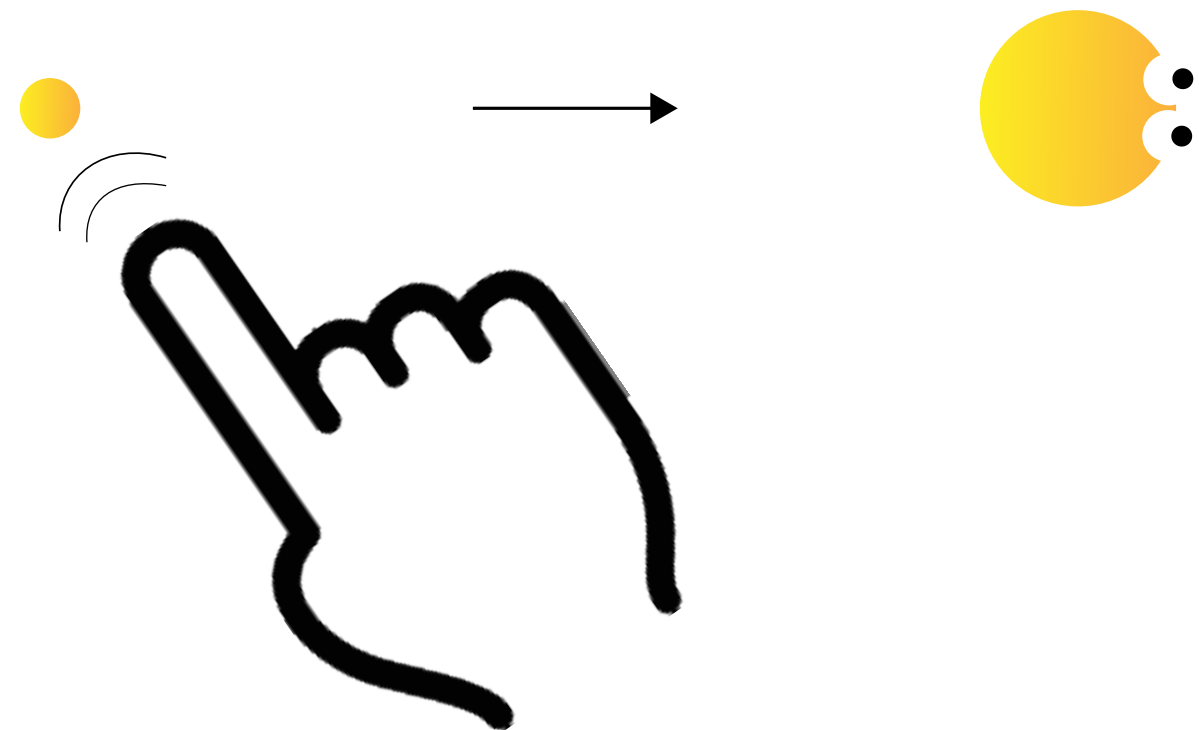
Parameters : Resistence, Ricovery Rate

If leaf was eaten toward seed, remaining branches fall off.
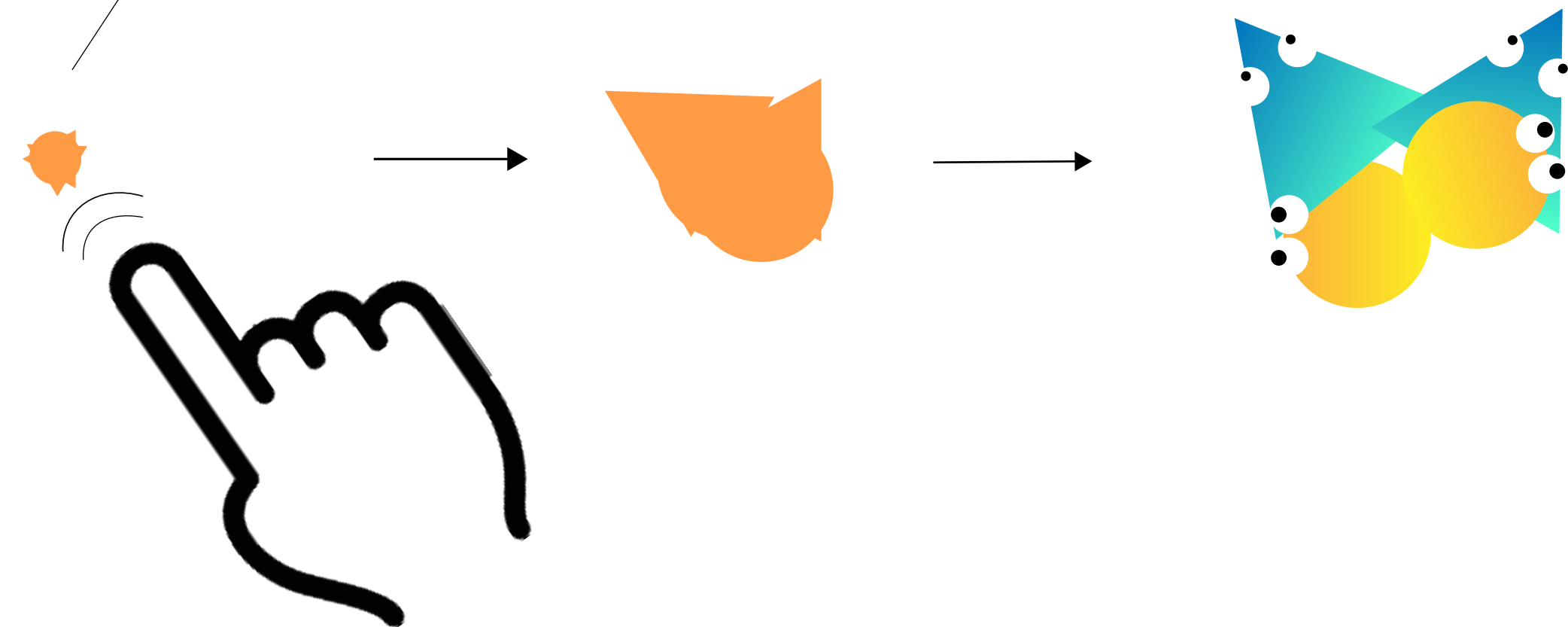
Spawn Logic

When spawn is ready, **Double Tapping** spawns players

Parameters : Time to become full player

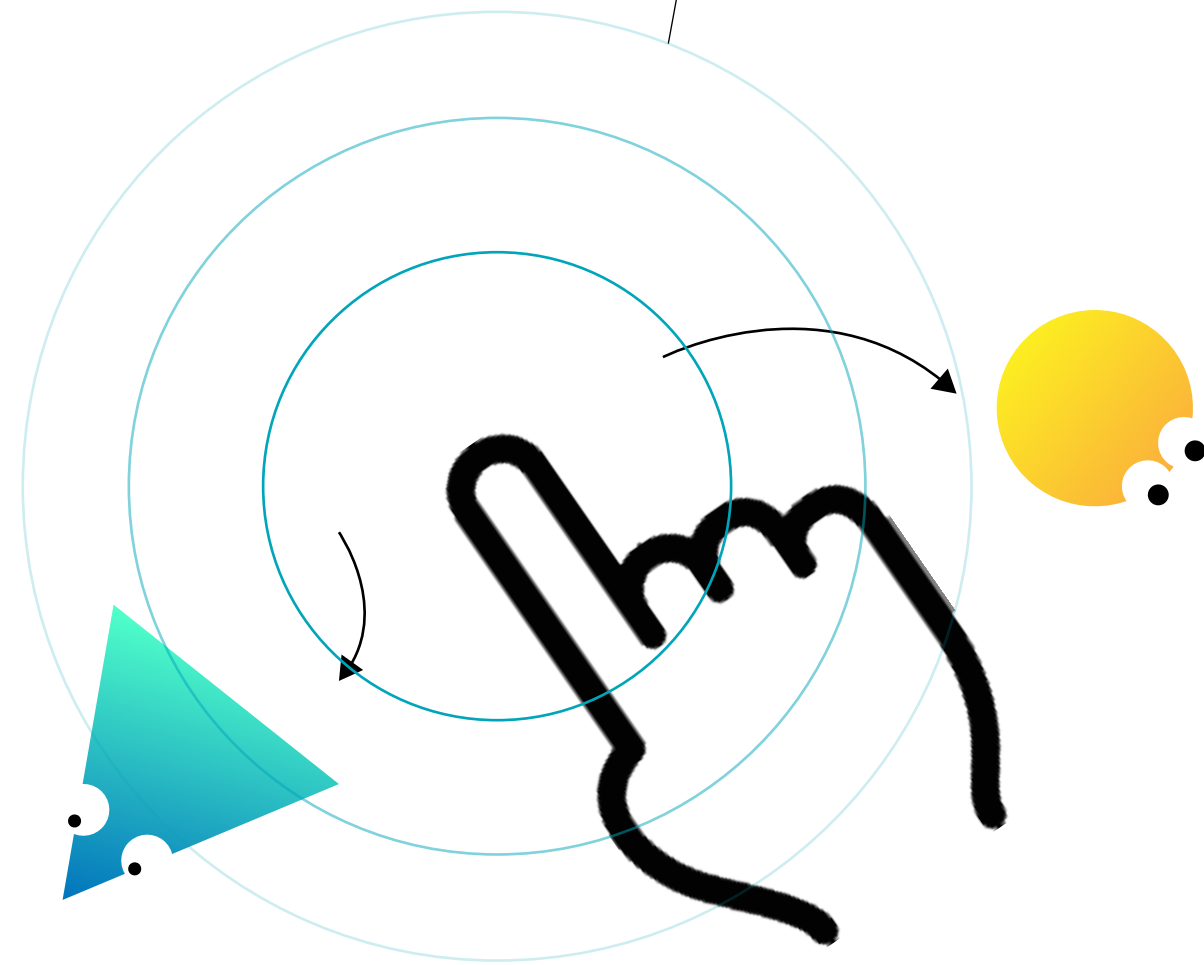When spawn is ready, **Double Tapping and Holding** spawns eggs

Parameters : Time to become full player, Cost to create
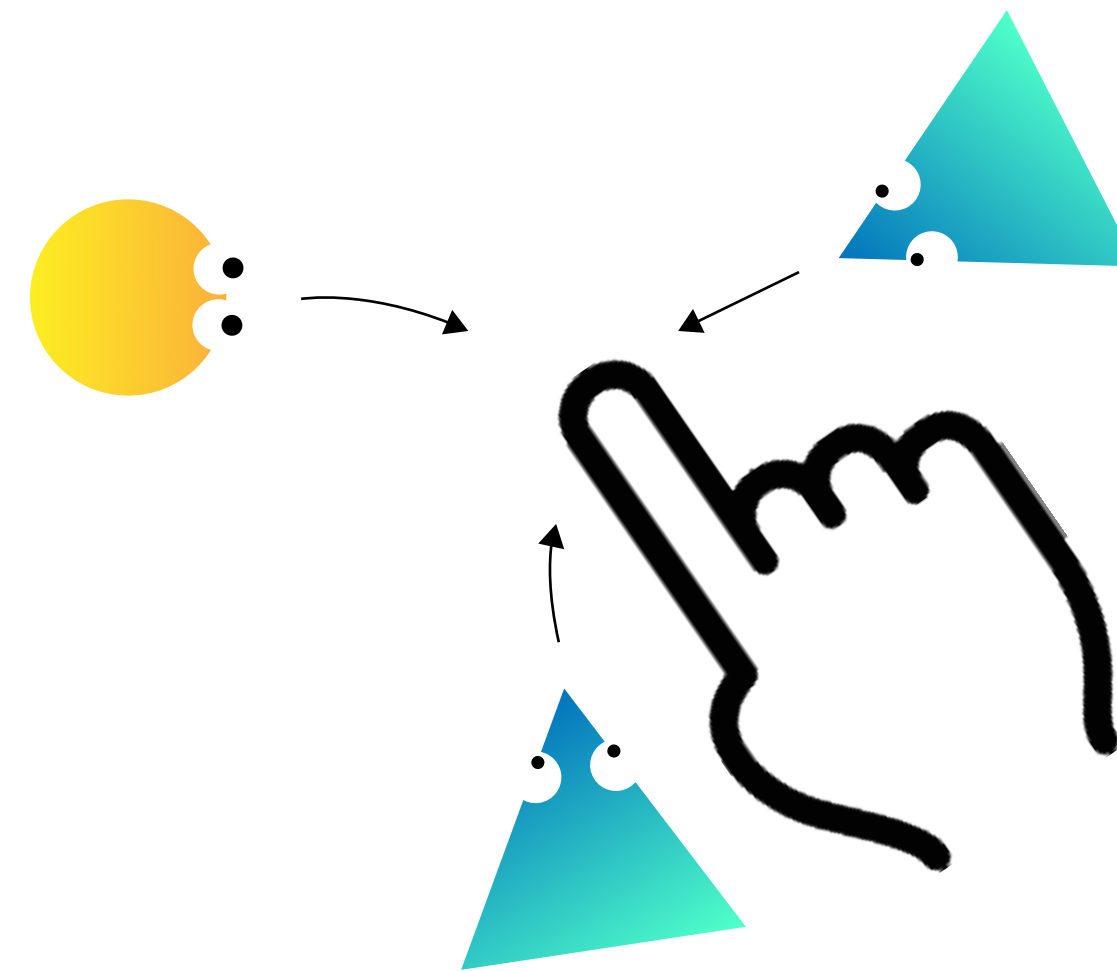
Interaction Logic

Tapping causes waves and
main characters try to move away.

Parameters : Scare Parameter

Holding gather more characters
toward finger.

Parameters : Love Parameters

Challenges

Spawn player each or Spawn Egg which needs to wait but can spawn 7 at same time.

Tap screen to influence the environment.

Male & Female may create egg (However, falling in love will stop fish from attacking aliens)

Personalization. Player may change depending on location being spawned.