

Stranded

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Endings - The game has two different endings based on choices at the end.

An emergency alarm blares signaling the plant life on the planet has broken through the human's security gate and are approaching quickly. Ending 1 the player ignores the cryogenic containers that have the humans in them and proceeds to use the escape pod back to earth. When he lands and walks out the last view is him walking to the distance while plant life sprouts where his footsteps fell. Ending 2 he releases the humans and together they fight against the planet's plant life to get to the emergency shuttle. The main character is then attacked and severely injured, but the humans get him to the ship. They land on earth, but the main character is dead and they bury him. The last scene is of the main character's grave with plant life sprouting from it and the human's boots behind it.

Keyword is Wonder

Setting

The game starts out with the main character walking across a ruined, desert planet with destroyed and decaying buildings and no visible plant life. He then enters a dark cave with metal doorway and proceeds into a lab at the back of it. The main area is a distant planet that you are whisked off to by accident where there are advanced human technologies under attack by the strange green-blue plant life that is native to the environment. The surface is covered in infectious plants while underground is hot, while the mountain top is freezing. Several zones including a lava zone, an ice zone, an infected plant zone, a dark lab, the side of a mountain, and an ancient city that is the least affected by the surface plant life but still maintains the energy of it. Colors are determined mostly by who or what created those objects or environments. Human created environments including Earth and the lab are going to be less vibrant and grey while the new planet's life and environment will be bright and colorful. This vibrancy should show the differences between the desolation left by the humans and the natural planet's control over itself, but those vibrant colors will also act as a natural warning.

Characters

The player character is a human survivor who lives by scavenging for weapons and food. The player will become infected on the planet and gain melee abilities using vines and plants that evolve over the course of the game. He will also start with an old revolver which can only have 6 shots in the chamber but changes to a high powered, laser sight revolver with a magazine size of 8. In the first cutscene his outfit will be a light brown scavenger outfit but will turn into a space suit during gameplay sequences and later an infected version of the suit. The early design consists of a headscarf wrapped around his neck and cracked goggles. Once he gets on the planet however, the space suit will be clean and hide his features but will then cause him to integrate with plant life after it attempts to take over his body.

As of right now, there are no NPC's but the corpses of fallen humans tell stories if the player is willing to read through their notes and logs.

Plot

The first cutscene will have the player character walking through a sandstorm and finding a hole in the side of a rock face. After entering through what seems like a metallic lab entrance he falls into a spacious cave. Not able to go back, the player will walk further into the cave until they find more of that same lab area but with a window to the outside overlooking a ruined landscape. After hitting a button next to a door and entering the new room, the lab starts a launch countdown and the player is thrown to the floor as the room turns out to be a space ship and rockets off the deserted planet. Being warned to sit in a chair the player will sit down, and the first sequence will fade out with the title screen appearing.

After fading back in, the player will have crash landed on an unknown planet and the ship will be in ruins. The automated voice over the speaker warns about the contaminated oxygen on the planet and that any and all personnel should put their suits on. After scrounging around the ship and finding one the player can now leave the ship and discovers a plethora of bright bluish plants highlighted by a dark purple sky. Wandering around, the player finds an entrance covered in plant life that leads to another lab similar to what was seen on the previous planet (Earth). After being cornered by the planet's strange plant life, the player enters an air duct and falls into a small room with a plant growing in the middle. The plant then comes to life and attacks the player attempting to take him over by entering his body. After the player is about to die the suit initiates emergency life support and electrocutes the player, killing the parasite but leaving the plant's genetics and giving him plant-based abilities but turning him into a half plant creature. This provides the player with information regarding an alien parasite that is corrupting the planet and the plants fighting against it. The player leaves this infested area and chops the vines down to enter a broken-down lab. From here the player must venture through the broken backside of the lab and traverse the maze-like depths of the planet including the different laboratories buried underneath to uncover the truth of the station.

Detailed Planet Sheet

Area A – Infested Jungle + Disheveled Lab

The upper crust of the planet is covered in green-blue plants. The infested section will not have enemies until the player returns later. The entrance to the next area leads to a lab but vines block the entrance and are entwined into the door. After finding the method to entering (melee weapon) the floor will give way and you will enter the lab forcefully. The lab itself will be a mix of technology with plant life and the background scenes will include broken metal panels and high-tech computers that are overrun by nature. Enemies should be more animal-like so that it shows that nature has penetrated this part of the tech lab. Half of the main lab will be inaccessible until the player gains more abilities and most of the rest needs the player to defeat Boss 1's item to access. Here the player gets the ability to Double Jump. There are also 3 parts scattered through here and Area C - Ice that can be used to make a gun upgrade that increases damage and is needed to progress through the end of Area C.

Area B – Magma Core

At the crossroads in the lab the player can go down or up. If they choose down, they will descend towards the lower lab sections with testing chambers where minerals are broken down then tested. While the walls seem to be torn apart showing the hotter background of stone and lava coursing through the area, there are still large nodes of the crystal minerals strewn about the area. Deeper down there is an abandoned mining operation for the planet's minerals with drills and computers but due to the heat most of it has started to melt. The Temp. Regulator A is barely working in parts of the area, but it does not cover its entirety because of a malfunction. Several areas should be initially inaccessible until the player acquires the Temp. Regulator A and several after that will need to have a heavy weapon to break through the crystals that are blocking the areas. The areas with the minerals blocking them are all mid to late game upgrades that are not required to beat the game. The player will equip the Temp Regulator to his suit allowing access to hot areas but setting the whole area into extreme heat.

(The reason the melee weapon doesn't light on fire in this area is because plants need to be dry before they can light on fire and thus the plants the player uses are alive and wet.)

Area C – Frozen Climb

Accessed from Area A going upwards at the crossroads, Area C is a biological control center for the conservation and freezing of samples from the planet's ecosystem. This area is cold and dangerous, cutting the player's health in half. Similar to area B, there are several inaccessible sections because of the temperature, with one being the way to area D and the second a health upgrade. There are several caved in sections blocking the alternate paths unless the player has gained access to the gun upgrade. To acquire the Temp. Regulator B which creates a suit warming system once repaired, the player needs the gun upgrade to blow through a caved in section of ice and stone.

Area D – Mountain Summit

Accessed from Area C after destroying debris that blocks the initial entrance. This area is the top of the mountain and walking over it shows an access duct that the player can enter with the item acquired in area E after area B and leads to area F. There is another exit that leads back to the first boss room so if the player takes the top path first they will loop back to take the bottom path and gain access back to Area D from the first boss room.

Area E – Shut Down Facility

A dark and secretive part of the lab, there are many new monsters and creatures roaming about because of the broken tube experiments. This is used to explain the more mutant enemies and why most of the personnel have been killed. This area is darker but the damage to the area is still visible and seems to have been caused by the mutated animals. From area E the player will return to area A

Area F – Ancient Ruins

An area that was being researched before the team went silent, there are some pieces of equipment from the lab here but it is mostly filled with ancient architecture, apparitions, monsters, and glowing mushrooms. The final boss resides deep here and has the only accessible way to get to the cryogenic chambers. The cryogenic chambers are before the boss, having the player decide to help or leave the humans before fighting.

The tops of trees hang down from the ceiling because the floor is luminescent and there is an old city built on top of it using black stone.

(Concept change, player chooses between getting two items every boss fight, with different path progressions based on what they pick, and a different ending based on which one they took the most of. Final boss

If plant based: Forsake humans, get boss weapon and fight phase two. Plant characters get more damage and mobility but less health upgrades.

If tech based: Save humans, try to escape quickly, humans help fight the boss. Tech characters get more health and gun upgrades.

Item Progression

1 – Infested – Vine Whip (always get)

2 – Lab – Boss 1 – Turf Slide

3 – Lab Hub – Ignition Boots

Path 1

4 – Ice – Heating Unit

5 – Mountain – Boss 2/3 – Overgrown Smash

6 – Mountain (optional before or after) – Ice Flower

Path 2

7 – Fire – Cooling Unit

8 – Dark – Boss 2/3 – Nightshade Glide

9 – Dark (optional before or after) – Light Mushroom

10 – Mountain – Mini Boss – Cedar Grapple

12 – Ancient – Final Boss – Beast's Will

Dealing damage with the melee weapon gives health back to the player?

Health is dropped by some enemies?

//Abilities need a main purpose and secondary uses as well.

Required for completion

Vine Whip (Main use – kill enemies; secondary – clear obstacles blocking entrances)

Ignition Boots (Main use – Jump twice; secondary – reach higher locations and combo with other abilities)

Turf Slide (Main use – slide off walls for climbing; secondary – slow down descend)

Overgrown Smash (Main use – clear breakable floors; secondary – stun ground enemies)

Thorn Charge (Main use – movement/puzzle solution; secondary – bashes enemies and knocks back)

Nightshade Glide (Main use – can move across gaps farther; secondary – allows accurate descent when fighting midair)

Beast's Will (Main use – End game whip upgrade for killing the final boss; secondary – allows access to secret end game areas)

Optional

Melee 2/3

Gun 2/3/4 (9 parts)

Greenhouse Suit

Health upgrades (5)

Upgrades/items

- **Melee Weapon 1/2/3**

A plant attempts to consume the player but the space suit activates emergency life support and shocks them. The plant then fuses with the player and allows for them to use the plant's abilities.

 - Melee 1 is the Vine Whip acquired early on. Base damage 1x. Can be used to clear vines.
 - Melee 2 is the Ice Flower. Can be used to cut through rusted metal doors. Base damage increases by .5x
 - Melee 3 is the Light Mushroom found deep in the lab before it was finished being built. Lights up areas when swung and also leaves behind spores that light dark areas and deal .25x damage to enemies standing on it. Base damage increases by .25x and weapon size increases by 33%.
 - Melee 4 is Beast's Will, acquired at the end of the game and is for the purpose of opening several end game doors that are perfectly sealed. Acquired after beating the Final Boss. Base damage increased by .25x.
- **Gun Weapon 1/2/3/4**
 - Gun 1 is a standard pistol that holds 6 shots. The player starts with it and 1 ammunition until they pick up the Machete. Ammunition is dropped by defeated enemies on occasion. Base damage is 2x.
 - Gun 2 is the same pistol but ammo has been changed to laser rounds and the capacity has gone up by 2 totaling 8. Base damage is 4x. Can destroy ice and some rubble.
 - Gun 3 is further upgraded to fire 2 bullets at once in a = pattern. The bullets will destroy and penetrate other projectiles.
 - An optional upgrade item called Fancy Gear, Gun 4 has no extra features other than a laser sight and it becomes golden. This upgrade should be hidden as an easter egg.
- **Ignition Boots**
 - Basic double jump
- **Cooling Unit**
 - Attaches to the player and allows them access to extremely hot areas. Combines with the Heating Unit to create a Temperature Unit.
- **Heating Unit**
 - Attaches to the player and allows them access to extremely cold areas. Combines with the Cooling Unit to create a Temperature Unit.
- **Greenhouse System**
 - Increases the speed that plant-based abilities are used.
- **Cedar Grapple**
 - Used to pull the player to certain platforms. Must be aimed to latch on, then it hook-shots the player across. Can also be used to pull thing and as a puzzle solver.
- **Turf Slide**
 - While against a wall the player grows grass under his feet to slow his decent and allow them to jump off the wall.
- **Overgrown Smash**
 - The player puts their hands together creating a large matting of plants and slams them into the ground to destroy certain floors.
- **Nightshade Glide**

- The character creates a glider of Browallia (a Nightshade) and gets a slight speed boost and continuous forward motion while in the air.
- Beast's Will
 - The Final upgrade for the melee weapon, takes on a form of the final boss to destroy sealed doors. Few uses otherwise.

Enemies by area (70 enemy types) (Super Metroid has around 90 enemies including recolors and bosses) (Hollow Knight has 152 including hidden and bosses)

- Infested
 1. Vine Masses
 - Vines that work together to crawl and strangle anything that roams too close.
 - 2.
- Lab
 - Boss 1
- Fire
- Ice
- Mountain
 - Boss 2/3
 - Mini Boss (4)
- Dark
 - Boss 2/3
- Ancient
 - Final Boss

Enemy sorting and ideas

Plant based

- Vine Masses
- Creeping Moss
- Pollen Bushes
- Makeshift Golem
- Light Trappers
- Spider Vines
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Animal based

- Light Bugs (passive)
- Rock Armadillo (large and small)
- Spikey Roach
- The Infection
- Proud Longneck
- Infected Crows
- Turtle shield plant monster

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Bosses

- Lion + Weed/Petals (white clover)
- Gorilla + (*Artemisia ludoviciana*)/Pansy.
- Bat + Nightshade Flowers
- (Final boss) *Graptopetalum paraguayense* “Ghost Plant” + wolf/deer
- (Mini Boss) Grasping Roots giant “dragon blood tree”

Gates and keys

Vines – Vine Whip Melee upgrade

Hard to reach doors and platforming – Ignition Boots

Ice and rock cave in – Gun 2

Extremely cold temperatures – Heating Unit

Lava and extremely hot temperatures – Cooling Unit

Rusted and shut doorways – Melee Ice Flower upgrade

Hard to reach doors and vertical shafts – Turf Slide

Dark/Invisible enemies – Melee Light Seed

Grapple points across horizontal areas – Cedar Grapple

Cracked flooring – Overgrown Smash

Sealed doors – Beast’s Will

Hazards

Spikes

Electrical Currents

Thorns

Living Moss

One-way doors

Lava

Particles and Effects

Item Pickup shows above head

Hitstun (on player and enemy damage)

Screen shake

Damage Flash on player

Weather effects

Petals floating

Wavering grass

Notes:

Water could also be a feature present somewhere in the game.

The Tree – A giant ancient tree that contains the Amber Dream.

Garden of Eden? can be where the player is forced to go to get his powers?

Survival of the fittest

Turned boss 4 into a mini Boss. Descending into ancient is through the Amber Dream, an upside-down tree but you have to fight off the roots first. The ancient has upside down trees growing because the floor acts like a natural light source.

May remove greenhouse due to programming/time constraints

Goals: Design puzzles, map hidden items

Plants and Stuff

Arbutus unedo fruit

Tomatillo