BLOOMS BUSTERS



THE GAME DECK

Game Overview



Bloom Busters is a fast-paced cooperative action-arcade game where players defend, grow, repair, and manage a living garden while multitasking and fighting off relentless waves of infected monsters.

Designed for both solo play and local cooperative multiplayer, the game places players into the roles of Jimmy and Jessie - two gardeners defending Bloomland from waves of infected monsters spreading across once peaceful gardens and magical environments.

Across 40 handcrafted levels, players must balance combat, movement, growth systems, protection mechanics, animal care, path planning, and time-sensitive objectives while reacting to constantly escalating pressure and unpredictable situations.

Bloom Busters focuses on:

- Cooperative multitasking
- Garden defense gameplay
- 40 handcrafted levels
- Fast-paced arcade action
- Solo and local co-op
- High replayability

Core Gameplay Philosophy

Bloom Busters is intentionally designed around controlled chaos.

While the core mechanics are easy to understand within minutes, gameplay gradually evolves into increasingly demanding multitasking scenarios where players must constantly prioritize objectives, react to danger, protect vulnerable targets, and coordinate actions under pressure.

The game emphasizes:

- Movement and positioning
- Split-second decisions
- Cooperative synchronization
- Objective prioritization
- Risk versus reward
- Escalating gameplay tension



The gameplay experience is built to create memorable moments of last-second saves, narrowly surviving overwhelming situations, recovering from mistakes, and mastering complex gameplay systems through repetition and experimentation.

Playable Characters

Players can choose between two playable characters, each designed around different gameplay strengths and pacing.

Jimmy



Jimmy specializes in stronger close-range combat and defensive gameplay.

Characteristics:

- Higher health and stronger melee attacks
- Excels at frontline defense and monster control
- Best suited for direct combat situations
- Stronger but slower

Jessie



Jessie focuses on agility, faster reactions, and multitasking flexibility.

Characteristics:

- Faster movement and attack speed
- Excels at rapid response and multitasking
- Best suited for objective management
- Weaker but faster

Characters can be selected freely before each level and are fully playable in solo, cooperative, and AI-assisted modes.

Shared Gameplay Systems

Both characters share a common gameplay foundation designed around interaction, inventory management, and environmental multitasking.

Shared mechanics include:

- Solo or local cooperative play
- Inventory and resource management
- Carrying and delivering key objectives
- Interactive environmental objects
- Limited ranged attacks
- Sidekick dog Rex
- Health-based survival gameplay



The gameplay is intentionally designed so that solo play feels more demanding and skill-oriented, while cooperative play introduces natural strategic advantages through task distribution and communication.

Core Gameplay Loop

Every level in Bloom Busters revolves around balancing multiple simultaneous objectives while surviving monster attacks and environmental pressure.

Players must:



- Protect flowers, animals, vegetables, valuables
- Grow plants and magical flowers
- Feed and raise animals
- Deliver resources
- Defend multiple locations simultaneously
- React to constantly changing threats
- Complete time-sensitive objectives
- Manage movement and positioning efficiently

The game continuously pushes players into situations where several important events happen simultaneously, forcing constant prioritization and teamwork.

Objective Variety & Level Design

Bloom Busters contains 40 handcrafted levels with constantly evolving gameplay mechanics and combinations of objectives.

Gameplay objectives include:



- Defending and growing magical flowers
- Planting, watering, and protecting crops
- Feeding, raising, and escorting animals
- Recovering damaged objectives
- Surviving escalating monster waves
- Completing combined multitasking challenges

Many levels intentionally combine several mechanics simultaneously to create increasingly complex gameplay situations and emergent cooperative moments.

Combat & Monster Systems

Combat in Bloom Busters is designed around timing, positioning, attack interruption mechanics, and crowd management.

Player combat includes:



- Melee attacks with knockback
- Attack interruption systems
- Limited ranged slime attacks
- Positioning-focused combat flow

Monster behavior varies significantly across enemy types, including:

- Distinct enemy archetypes
- Different movement and attack behaviors
- Dynamic target selection
- Intelligent pathfinding
- Escalating threat combinations

Monsters dynamically choose targets using visibility and proximity systems, creating unpredictable gameplay situations and forcing players to constantly adapt.

Maps & Environmental Design

Bloom Busters uses compact handcrafted maps specifically designed to maximize gameplay density, player interaction, and strategic movement.

Environment features include:

- Smooth-scrolling isometric maps
- Tight travel distances
- Carefully designed path layouts
- Obstacles such as trees, fences, and rocks
- Strategic water source placement
- Focused gameplay arenas

Levels are intentionally compact to maintain constant gameplay pressure and reduce downtime between interactions.

UI, Feedback & Accessibility

The game heavily emphasizes gameplay readability and immediate player feedback.

Feedback systems include:

- Audio and visual warning systems
- Directional guidance
- Minimap support
- Objective and timer tracking
- Readable health and progression indicators



The interface is designed to support high-pressure gameplay situations while remaining readable and accessible for both casual and experienced players.

Progression & Difficulty Curve

Bloom Busters gradually increases complexity through:

- New enemy introductions
- Combined mechanics
- Faster pacing
- Higher multitasking demands
- Increased objective density
- More aggressive monster behavior

The game intentionally alternates between:

- Calm recovery-focused levels
- High-pressure multitasking scenarios
- Large-scale chaotic gameplay moments

This pacing structure helps maintain long-term engagement and gameplay variety across the full campaign.

Audiovisual Identity

Bloom Busters combines classic arcade-inspired gameplay philosophy with a handcrafted modern visual and audio style.

The game intentionally focuses on:

- Stylized garden-themed environments
- Expressive infected creatures and animations
- Bright arcade-inspired color palette
- Readable isometric gameplay presentation
- Memorable original soundtrack

The audiovisual direction is inspired by classic arcade and 8-bit/16-bit game design philosophies while using modern production techniques and presentation standards.

The World of Bloomland



Bloomland was once a peaceful world filled with gardens, animals, and magical nature. Everything changed when the evil scientist Mr. Zorg released a toxic substance known as Compound-ZX into the land's water supply. Animals became aggressive, plants withered, and creatures mutated into infected monsters that spread across the world.

As Bloomland descended into chaos, Jimmy and Jessie discovered an ancient book describing a Magic Flower capable of restoring the land. The flower could save Bloomland, but only if carefully protected and grown over forty days.

Throughout the game, players defend flowers, animals, gardens, vegetables, and other vulnerable objectives while fighting back waves of infected monsters and helping the Magic Flower reach full bloom.



After forty difficult days, the flower finally blossoms, allowing Jimmy, Jessie, and a remorseful Mr. Zorg to create a cure that restores Bloomland and brings life back to the world.

From that day forward, Jimmy and Jessie became known throughout the land as



The Bloom Busters

Game Availability

Developed and tested for Xbox Play Anywhere:

- Xbox
- Windows PC

Also optimized for:

- Asus ROG Ally

Also available for:

- Steam Deck
- macOS
- iOS
- Linux