PVZGW2 REPLANTED MOD FULL CHANGE LOG

*Please note that this mod is still in development and some things on this change log may not be added yet.

Introduction to Replanted

GW2 Replanted is a project which aims to give players the feeling of a whole new PVZ Shooter experience. This mod has a completely new roster with new variants, classes and some changes to the original character classes. The mod includes a large range of changes to Ops Mode along with the Backyard Battleground and the Private Play Modes you can play in the game. The mod includes over 50 playable new characters with over 70 new characters in all the PVE game modes.

Character Roster Changes

In GW2 Replanted, there's now 10 classes on both teams. The game still includes all 8 classes for both teams ranging from Torchwood to Captain Deadbeard. The mod now includes the new Robo-Zombie, Squash, Super Bean and Grave Digger classes.

Each class in Replanted will have 4 available variants for you to use. The 4 new classes are no exception to this. Hover Goat-3000 and Torchwood will also have variants in this mod too.

In GW2 Replanted, the mod does remove all the original GW2 Variants. This is something that was done to allow the mod to be a lot bigger due to current limitations with the Frosty Editor. For example, In the mod each character has their own unique model. This wouldn't be possible if I left all the original GW2 variants in the mod since you have to import over hats. Furthermore, this allows me to have a lot more weapons to work with, meaning that I have the freedom to make nearly as many characters as I want to.

Ops/Flag Of Power Changes

In Replanted, there's a large range of different changes in both Ops mode and the Flag Of Power. In this mod I was aiming to allow these modes to include a lot more enemy variety. In the original GW2 people said the mode was too easy and in my own opinion is quite boring outside of Crazy difficulty. So I decided to change all this in Replanted. Now you will come across a large range of new basic enemies along with different character variants in this mode. This also applies to the Flag Of Power Mode.

The enemy variants are not just to basic enemies however, The bosses will also get new variants too. If you get a Yeti Boss on the boss slot wave, there's a chance it could rather be a Yeti or a Sasquatch Boss. (Note this boss is rebalanced to fit normal boss

waves) This will also apply for other bosses too such as Big Stump. Stump will now be merged with the Giga Torchwood with Big Stump's boss slot being used for Spooky Squash. Hypno Sunflower Queen will also be in Ops mode too as a variant to the Sunflower Queen. Furthermore, due to Squash now being a playable class, the Squash miniboss will now be replaced with a Treasure Squash character.

As For the Flag Of Power mode specifically, due to Replanted's XP handout increase, you can now earn a decent amount of XP by playing the Flag Of Power.

The first wave of the flag will now include more enemies.(I will list the enemies later in this document) Furthermore, the new classes and variants will show up in the mode too with the original variants being replaced. In a Citron Attack wave you will now see Torchwood show up. In the Peashooter wave, the Super Bean character shows up. This also applies to the zombies too.
In the final wave of the Flag Of Power, you will now see that both Zen Sensei and Baron Von Bats spawn by default. Furthermore, new bosses will spawn ranging from the new Ops bosses to Dr. Zomboss. (More on Dr. Zomboss later).

New Ops Enemies

As mentioned earlier, I have added a lot of new enemies into Replanted. Below is the list:

Zombies:
(Basic Ops Wave Zombies)
Female Browncoat Variant
Snorkel Zombie

Chef Zombie
Undying Pharaoh
Bungee Zombie
Mix-Up Grave Digger Zombie (Exclusive to Grave Digger)
Ra Zombie
Piano Zombie
Chicken Zombie
Trickster Zombie
Classic Pirate Zombie
Hot Dog Imp
Basic Imp

(Boss Wave Zombies)
Deep Sea Gargantuar
Sasquatch
Captain Smasher
Dr. Zomboss (Exclusive to Flag Of Power and Private Play)
*More to come

Plants:
(Basic Ops Wave Plants)
Fence Weed
Red Stinger
Acorn
Nightcap
Wildflower
Sun Guardian (Exclusive to Private Play and Sunflower Queen
Teammates)
*More to come

(Boss Wave Plants)
Hypno Sunflower Queen

Treasure Squash
Spooky Squash
*More to come

XP Changes

In Replanted you can gain XP for normal GW2 characters by leveling up characters in the mod. Since this mod is restricted to playing offline against AI or up to 3 other people, I made it so all the XP handouts were more generous to the player. Below are the changes I made to XP:
(all are affected by XP multiplier)
Basic Weed/Browncoat Vanquish: 5 -> 25
Bot/Pot Vanquish: 5 -> 25
Hero Vanquish: 25 -> 100
Boss Vanquish: 100 -> 150

Character Reworks

As mentioned earlier, the original GW2 Classes have been reworked so they can be rebalanced and allow for them all to feel fresh. Some have had more changes than others. Below I will list all of them along with other abilities they will have.

Zombies:

Imp:
In GW2 Replanted, I was aiming to allow Imp to fit his role as a crazy quick class who benefits from being very mobile. In regular GW2, I feel that his abilities made it hard for him to fit this role the best he can. To begin with, Imp's primary weapon. I lowered Imp's ranged

damage slightly to allow him to be pushed up close more. His ammo is now 50 with him having a rate of fire similar to the one seen in Battle For Neighborville. The primary has not changed much besides those things.

Next are his abilities. Imp's main kit is something I wanted to ensure I put a lot of time and thought into so I can ensure the class is really fun to play. For this I began with changing Impkata completely. The original Impkata immobilizes Imp while not doing much to reward him for even using the ability. This really conflicts with the idea of a mobile crazy class. So instead I gave Imp a dash. This ability allows Imp to quickly dash forward to allow for more mobility, this does **not** allow for efficient mobility jumps after use though as that would make Imp too mobile. This is a very basic ability so that is all I will say about it. Next is Gravity Grenade. This ability is one of my least favourites in base GW2. In Replanted I aimed to remove a lot of the annoying stun weapons that characters have. Imp was one of them who lost theirs. Gravity Grenade has been replaced by the Anti-Gravity Grenade. This ability works very much like Acorn's Sap Trap where you can throw it at your feet to knock yourself or others up or throw it at plants to deal damage and knock them up. This will then create a low gravity bubble on the ground. This applies low gravity to anyone who goes inside it. Since Imp shot the plant up already, they will be stuck in the air for a few seconds since they will be affected by the low gravity perk.

Finally, the Z-Mech. I did not want to change much about Imp's Regular Z-Mech so I only changed it a bit. I began with Robo Stomp. This ability is now a Mech Tackle. The Mech will sprint forward for a few seconds similar to All-Star. Outside of that ability change, the only other change is Missile Madness lost the homing ability.

Super Brainz:

The Super Brainz class in Replanted has some of the most changes out of all the zombie classes. However, he hasn't lost any abilities. I will go over each change for each ability below.

Heroic Kick:
I have not changed this ability too much. The main change for it is the 'In-Air Kick' version of the ability. Now if you do a kick while you are in the air you will begin flying. This can be cancelled by pressing your interact button or you can allow it to play out for the few seconds it lasts. This will after an explosion which will do damage to plants if you are close enough to them.

Turbo Twister:
In current GW2, Turbo Twister is one of the weakest attack abilities in the game. So I decided to make it good again. I added all the original perks back which Popcap removed with some new changes too. Now Super Brainz is more vulnerable during Turbo Twister. Now however, it can do up to 7 damage again and will slow plants down like it used to. It now also can be cancelled at any point by pressing the interact button.

Super Ultra Ball:
Nothing has changed with this ability.

Super Beam:
Super Brainz' beam has been very weak for a long time so I decided to give it a good buff. It now does a bit more damage at range and has a better cooldown to allow people to do some ranged damage with Super Brainz.

Captain Deadbeard:
The only change with Deadbeard is his health has dropped to 100.

Foot Soldier:
In regular GW2, I'd say Foot Soldier was way too powerful when he was used at mid to long range. In Replanted I fixed this. Below I will explain my changes to Foot Soldier.

Z-1 Assault Blaster:
I increased the rate of fire on the weapon to allow for him to still do similar damage as he once could even will a damage nerf. I also dropped the close range damage to 6 (8) critical. His highest ranged damage is 4 now so Soldier is forced to go close to his enemies.

Stink Cloud:
By default the Stink Cloud is now the Super Stink cloud. It also now shows as being a lot smaller if you are a zombie to allow you to see through it.

Rocket Jump:
In Replanted I have removed all alt abilities in place for new ones. Rocket Leap was one of those. I and a lot of other people like Rocket Leap more than Rocket Jump so I decided to merge the two together. Now you get both the distance of Rocket Leap with the height of Rocket Jump. However, you only get 1 of them now.

Scientist:
This character has also not changed much besides some small changes.

Heal Beam:
Scientist no longer has this ability as Hover Goat is now the one to use this instead. Scientist now has the Heal Station.

Sticky Bomb:
The Damage has been dropped to 30 and it now acts like the Sticky Heal Bomb from BFN.

All-Star:
Not much has changed with All-Star besides his overheat system being swapped to the Overheat bar system.

Engineer:
Engineer has had a few reworks in Replanted. These aim to make him a better support class.

Sonic Grenade:
This ability now only decreases your speed and locks you from jumping and using your abilities.

Heavy Helper:
This replaces the Bolt Blaster, this will give all zombies in the aura double ammo and will also attack plants who are close.

No changes to primary or Jackhammer.

Like Mentioned earlier, Hover Goat now has heal beam instead of his mega laser.

Plants:

The plants had most of the reworks in Replanted. Below are the changes.

Citron:

Orange Beam:
This was replaced with the Juice Cannon. This has 50 ammo and does between 2 and 5 depending on your range.

EM Peach:
It now has similar effects to Sonic Grenade.

Peel Shield:
This was replaced with Navel Laser, this allows you to charge up for a powerful beam to take out dangerous foes.

Peel Shield is now assigned to Citron's zoom button.

Rose:
In GW2, Rose is easily the most poorly designed class in the game. The class is intended to be a support class but fails to fit that role at all. She is also out DPSed by all other regular characters. So in Replanted I decided to fix all these issues.

Magic Thistles:

This no longer has homing.
It also now does 6 damage with 2 of it being splash damage.
Ammo increased to 30 and Rate of Fire was increased.
Projectile Speed Increased.

Time Snare:
Now if you hit a plant it will speed them up. Hitting a zombie will just slow them down a bit. This is now mostly used just to help yourself and teammates out.

Arcane Enigma:

This was replaced with Arcane Armour. This turns Rose into something similar to Arcane Enigma and gives her an Armour Aura along with a heal aura. This also gives Rose herself extra damage as she can use her primary in it. (All abilities and jumping are locked).

Goatify:
This has been replaced with Jinx. It's very simple, you hit a zombie with it and they become Jinxed. This lowers their defence.

Corn:

In Replanted I wanted to try to make Corn a bit more like Foot Soldier as I believe Corn was quite sluggish. So to begin with I dropped his health to 125 like Foot Soldier and made it so he moves at the same speed as Foot Soldier.

Cob Busters:

Corn's primary now works the same as Foot Soldier's.

Butter Barrage:
This was replaced with Butter Beacon. This lowers zombie defence slightly and also allows everyone to see them through walls.

Husk Hops:
First, when a cob from Husk Hop hits the ground it will do 5 damage straight away then it will take a bit of time to explode. The explosion does 10 damage.

You can now also cancel Husk Hop with the interact button. This means you can now shoot and use Shuck Shot during Husk Hop.

Peashooter:
Not many changes to Peashooter, Hyper no longer allows Peashooter to jump higher as it's not needed since Corn can get on high places to counter Soldier. Pea Gatling also no-longer gives armour.

Chomper:
Chomper has had a lot of changes in this mod. First, He cannot swallow from the back anymore. The only way to swallow as Chomper is by using burrow.

Goop:
This was replaced with Chomp Cannon.

Burrow:
Chomper is now at risk of being attacked by explosive weapons when in burrow.

Spikeweed:
Now is the Spiky Spikeweed and is used to trap zombies to get easy bites on them. However, the zombie can now fight back.

Slobber Shot:
Chomper now has a ranged attack. This has a lot of fall off and also has damage drop off but it allows Chomper to do some ranged damage.

Sunflower:

Not many changes to her too. She now has Sun Dash which replaces Sun Beam. This allows her to dash forward and heal herself along with others with the heal aura she gains after the ability activates. She also now has a twin Sunflower over a heal flower. Finally, her Sun Pulse drops heal suns like Stuffy Flower. Her health is all 100 again.

Cactus:
Cactus now also has 100 health.
Cactus now has an optional Alt ability called Dandelion Detonation. This works like Barrel Blast.

Finally Torchwood, he has less HP now.

Hello if you are reading.