**[Doomspire]**

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**Overview:**

**Game Name**

“Doomspire” is a compound word combining “Doom” and “Spire.”

* **Doom:** Refers to fate, especially a tragic or disastrous one, often linked with destruction, death, or an apocalyptic event. In the context of a game, it suggests something ominous, dangerous, and inevitable.
* **Spire:** Typically refers to a tall, pointed structure, like the top of a tower or a peak. It can also symbolize something that reaches upward, often associated with grand or imposing buildings, like cathedrals or castles.

“Doomspire” could represent a towering, menacing structure or location where doom or disaster is central. It evokes an image of a foreboding place where dangerous or cataclysmic events occur, fitting the tone of a dark intense game similar to *Doom*.

“Doomspire” is also a representation of a *Doom*-inspired game of the original *Doom* game in 1993. The name carries the essence and themes of *Doom* but also suggests a unique twist or element of a towering, cursed fortress that defines our game’s identity.

**Concept**

A game with waves of monsters and the player must survive within a time limit and collect as much experience as possible to level up in preparation for a mini-boss. Every mini-boss defeated progresses the player until they reach the final boss.

**Genre and Theme**

First-Person Shooter (FPS) with the essence and themes of *Doom*.

**Target Audience and Platform**

Our target audience are potential employers and casual gamers.

Our game will be an FPS that is playable on itch.io as a starter.

**Project Scope**

The project scope is currently undefined but projected to last at least a year as we try to implement and learn as much as possible throughout the development process.

**Gameplay**

The main game loop will be similar to rogue-like games, where players will play a run to ascend as high of a floor as possible without dying. The total number of floors is still undecided, but the projected amount is 5 floors. Upon reaching the last floor and defeating the final boss, an endless mode will be unlocked for players to achieve as high of a floor as possible. Players will be tasked to survive for 5 minutes (subject to change) while obtaining as much exp as possible. Upon the end of the 5 minutes, a mini boss for that floor will spawn, and players must eliminate said mini boss to proceed onto the next floor. As the timer increases, enemy scaling will increase and spawn amount will increase, making surviving more difficult. On every new floor, enemy scaling resets, but the floor of enemy scaling will be increased every new floor (level).

Gameplay will consist of dispatching waves of enemies to receive exp to level up. On every level up the player will have the option to choose between short term upgrades that only apply on the current floor or choose a penalty debuff that applies during the current floor, upon completing the floor the debuff will turn into a transferable upgrade for that run. Players will not retain any of the upgrades they choose on previous floors with exceptions to the aforementioned transferable upgrades.

Upon completing a run, whether the player won or lost, the score that the player accumulated (based on how many enemies the player has killed), will translate into currency that the player can use to buy permanent upgrades at a cap of 10 levels. These upgrades are permanent upgrades that apply to every subsequent future run. The player has the option to disable these permanent upgrades should that choose to challenge themselves. The player will also have the option to spend currency to unlock especially powerful gun modifiers, upon which the unlocked gun modifiers will be added to the pool of gun modifiers that is randomly selected from when the player levels up in a run.

The current planned difficulty expects average players to not be able to finish all 5 floors immediately, they will need to purchase some permanent upgrades from the shop before they can complete all 5 floors (not all upgrades, only some). After completing all 5 floors, replay value is expected to come from the endless mode, in which players will attempt to reach as high of a floor as possible against enemies that endlessly scale. It is expected that the enemies will eventually reach a point where a maxed out player will no longer be able to keep up with enemy scaling and inevitably lose.

**Mechanics**

Upon level up, the player will be presented with 6 random upgrades selected from a pool of a variety of upgrades. 3 of these upgrades will be temporary upgrades that only apply to the current floor the player is on, the other 3 will be harmful debuffs that make it more difficult to survive, but completing the floor with these debuffs will yield permanent upgrades for that run that carries over to subsequent floors. Lastly, players can choose to forfeit the upgrade to boost their stats (such as 10% increase damage, or 10% more hp), these upgrades will carryover to subsequent floors as well but at a fraction (for example if a player has a bonus 200 HP, upon moving to the next floor, the bonus HP is reduced to 100 HP, and this will keep reducing every floor moved up). Players can only select up to 8 different upgrades per floor, once reaching the cap they will only be able to upgrade their modifiers. If players completely max out every upgrade they have, then they can either choose to get increase score (translates to currency that players can use buy permanent upgrades that apply to every run), or stat upgrades.

Upgrades will consists of ability unlocks (such as throwing grenades), changes in how their gun fires (such as homing bullets), special effects (such as life steal), or easter egg upgrades (useless upgrades such as changing gun SFX to guitar riffs). These upgrades will be able to stack on top of each other. Each upgrade will have up to 8 levels to them that increase their effectiveness as modifiers (such as homing bullets always homing onto weak-points at max level). Below will outline some current ideas, separated into different categories.

*Gun Modifiers*

These modifiers will take some inspiration from the legendary weapons in the *Borderlands* series. The following list are some current ideas: homing bullets, explosive bullets (bullets with AoE damage on impact), multi-shot, incendiary bullets, poison bullets, laser rounds (pierces enemies), berserker bullets (make enemies turn against each other), change in gun firing (such as reducing gun fire rate for more damage, or turning guns to full auto).

*Abilities*

These abilities take inspiration from other “survivor”-like games, the following are some current ideas: Strong healing field, invisibility, instant-kill every non-boss enemy, instant full-health heal, significant bullet damage increase on next shot, berserker mode (increase damage and attack speed, but take more damage), freeze all enemies, back-attack melee (go behind the enemy and melee for large damage), increase gun-modifier effects, attacking pets (such as a drone or dog), short invulnerability.

*Special Effects*

These upgrades will have some sort of special passive buff that changes how players will interact with the game. The following are some current ideas: Mini-map (mini-map UI will be displayed), life-steal, increased i-frames, significant increase in health-regen when not hit for a while, chance to ignore damage, increase exp gain, increase score gain, increase ability damage, decrease ability cooldown, second-life (revive), constant health-drain but double damage, delay damage, increase enemy spawn, over-shields, remove negative effects from upgrades (example: health-drain upgrade that doubles damage but gives constant health drain no longer drains health, includes debuffs), increase boss damage but reduce non-boss enemy damage, increase non-enemy damage, but reduce boss-damage.

*Easter Egg “Upgrades”*

These upgrades change something inconsequential to gameplay and are here for easter eggs, these upgrades also have a lower change of appearing compared to the other upgrades. The following are some current ideas: shoot sound effect changes (change shoot SFX to something silly such as duck quacks), BGM change (change background music to some meme music), Gun material change (change the gun texture to something silly), Enemy sprite change (change enemy sprite to something silly), Bullet effects change (change the sprite of bullets to something silly).

*Debuffs*

These are debuffs that the player must survive with on the current floor before they can move onto the next floor, each random transferable upgrade will have a random debuff attached to it with which the player can choose whether they want to apply it to themselves or not. Upon clearing the floor, these debuffs are cleared. The following are some current ideas: reduced movement speed, reduced damage, constant health drain, increased ability cooldown, decreased exp gain, disable one upgrade slot (8 slots will now become 7 slots, if a player already has 8 upgrades, the player will have to choose one upgrade to disable), increase damage taken, increase enemy damage, increase boss damage, increase enemy move speed, increase enemy fire-rate, enemies can now crit, reduce fire-rate, reduce max hp, increase enemy hp.

*Stat Upgrades*

These upgrades will change the base stats of the player, they will carry over to subsequent floors at reduced efficiency (see above under Mechanics section for example), the following are currently planned stats available for upgrade: Attack, Defense, Speed, Health-Regen, Crit Damage, Crit Rate (separate from weak point multipliers, such as from headshots), Fire-Rate, Pick-Up Radius (how close the player needs to get before they can pick up exp orbs, or items).

**Elements**

**Assets**

The current plan for visuals is to mimic the likes of the *DOOM* games from 1993, where the majority of assets will be 2D sprite art that always faces the player.