**[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 complete level objectives in order to traverse a towering, cursed fortress. A boss monster will appear on the final level and the player must defeat it within some constraints.

**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**

**Mechanics**

**Elements**

**Assets**