Toxic Test Sites

Design Documentation

Contents

[High Level Design Overview 2](#_Toc118839091)

[Main Objectives 2](#_Toc118839092)

[Secondary Objectives 2](#_Toc118839093)

[Design Motivations 2](#_Toc118839094)

[Key Elements 2](#_Toc118839095)

[Expected Player Experience 2](#_Toc118839096)

[Overview Map 2](#_Toc118839097)

[Points of Interest 2](#_Toc118839098)

[Aesthetic (Look and Feel) 2](#_Toc118839099)

[Enemy Placement Map 3](#_Toc118839100)

[Pathway Maps 3](#_Toc118839101)

[Golden Paths 3](#_Toc118839102)

[Conflict Points 3](#_Toc118839103)

[Choke points 3](#_Toc118839104)

[Level Pacing 3](#_Toc118839105)

[Rewards 3](#_Toc118839106)

[Challenges 3](#_Toc118839107)

[Flowchart 3](#_Toc118839108)

[Balance Considerations 3](#_Toc118839109)

[Expected Issues 3](#_Toc118839110)

[Testing Plan 3](#_Toc118839111)

# High Level Design Overview

## Main Objectives

* Defeat 2 bosses
  + Can see 2nd boss room multiple times through windows

## Secondary Objectives

* Search for super ammo to charge high dmg super
* Search for powerful weapons to gain an advantage earlier on

## Design Motivations

* Doom
  + Final area is outside like in Doom 2 city level
  + Dead Doomguys found around the level
  + Circular paths looping back around
  + Maze-like areas

## Key Elements

## Expected Player Experience

* Difficulty ramps up as the player progresses
* Designed for players who are experienced with FPS games

# Overview Map

## Points of Interest

* Windows showing 2nd Boss
* Slime pit with shotgun in the middle – can be seen through windows
* Grenade launcher visible in 1st boss room through a window (with a dead Doomguy outside the window in the slime)
* Maze containing a keycard to open a door the next area

## Aesthetic (Look and Feel)

* Looks like the original Doom game (1993)
* Lots of slime blocks throughout the map.

# Enemy Placement Map

# Pathway Maps

## Golden Paths

## Conflict Points

## Choke points

# Level Pacing

## Rewards

* Plasma rifle behind two locked doors after getting through the first area.
* 1st Super ammo pickup at the end of a corridor with many traps on the walls.
* First shotgun pickup can be found in a slime pit (which spawns two eye enemies when near).

## Challenges

## Flowchart

# Balance Considerations

## Expected Issues

## Testing Plan