Toxic Test Sites

Design Documentation

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# 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

## Mitigation Strategy