

Team composition: Manolache Mihai

- this is the same project I intend to present for my bachelor's degree, as such I intend to work alone.

Type of game: First Person Shooter, Single Player PvE

Core gameplay description:

The gameplay will consist of playing through a series of levels, either predefined or randomly generated. The player enters the level, kills the enemies in it with guns, grenades and special abilities and moves on to the next level. When an enemy is low on health a glory kill can be performed when the player is near enough. The enemies will drop resources (life, ammo) when a glory kill is performed as a motivation for the player to engage in close combat. For an even more dynamic gameplay the player will be able to use platformer mechanics such as jump, double jump, dash, double dash, wall climbing, protruding bar swings, jump pads.

Links to similar concepts:

- Doom 2016: <https://store.steampowered.com/app/379720/DOOM/>
- Doom Eternal: https://store.steampowered.com/app/782330/DOOM_Eternal/