

3D Programming: Assignment 3 Game Mechanics

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1 Mechanics

For this game project we decided to create a 3D first person shooter with game mechanics similar to the game Doom (Fig. 1). That means creating a maze-like map with some features like secret locations, enemy traps and spawn points and very powerful guns. The game UI will show the number of lives, the player score, number of bullets for each weapon and number of secrets found.

2 Aesthetics

We will contrast the violent gameplay of Doom with a simple and cel shading aesthetic. The model will be voxel like cubes inspired by games such as Cubivore, Trove or Minecraft (see Fig. 2 for a screenshot of Trove). The enemies will be ridiculous and comical and will die using a particle effect explosion made of cubes.



Figure 1: Screenshot of the videogame *Doom*. Figure 2: Screenshot of the videogame *Trove*.