Bullet Sponge Design Document

**Intro:**

This game is going to be designed to try and be like the gameplay found within Doom (2016) and Doom Eternal.

In these games players are encouraged to gain resources by attacking enemies and perform what is called in game a “Glory Kill” in which the player will punch a glowing enemy to kill them which will then reward the player with many resources such as health pickups. The game also contains a similar system to obtain ammo pickups.

This creates a dynamic within the game encouraging the player to actively engage in fights with tough enemies to obtain these resources and as such the enemies are essentially a resource pinata.

The concept for this game is to put a twist on this design and have the player gain ammo by getting shot by the enemies. There will however be a maximum limit to how much ammo the player can store and going over this threshold will cause the player to take damage. This should encourage the player to actively engage in fights so that they can gain the resources to fight back while also maintain awareness of their surroundings to not become overwhelmed and gain too many resources.

The goal of this is to try and replace this resource pinata concept with a resource conveyor belt.

There will need to be other ways for the player to take damage such as being punched by enemies or by giving the enemies a chance to do a powerful shooting attack which the player cannot absorb as resources.

Being hit by different weapons would also provide different amounts of ammo e.g., a pistol would provide 1 ammo point whereas a sniper could provide 5

**Development:**

This game will begin progress by creating a proof of concept in Unreal Engine 4 by creating 1 type of weapon for both the player and enemy to demonstrate the ammo gaining system. An enemy AI will also be developed which will change through states to affect how aggressive they are towards the player based on the players health and ammo resources. Ammo and Health pickups will also need to be added within the game.

As for the player movement the goal will be to somewhat replicate the fast-paced movement within Doom (2016) with the ability to double jump and ledge climb to be seen as essential movement options and the Dash from Doom Eternal to be another potential addition depending on development time.

**Source Control:**

The source control for the game will be found at <https://github.com/SeanBrennan645/BulletSponge> as will management of the project through the issues and project tabs within Github. The game will be made more visually appealing by using free assets on the unreal store for a free release of the game, but the source control will only contain the blank basic assets should other developers find the game and want to learn from or add their own work to the project.