# GDD of Doom: The Portal Saga

### Main goal: To free The Doom Guy from Aliens

### Scene Setup: Underground on planet Artheus

#### Types of Enemy: i) The One that blasts ii) Normal Ones iii) The Boss Main Character: Have a space suit and a gun that shoots bullets The Main Theme “Portal”: Used as a gateway to get the keys to open portal to other level simply used as a way to move across planets and levels Power Ups: i)Weapons, Max power-ups 3 ii) Health, Max power-ups 2 iii) Speed, Max power-ups 3 Chests: Will give coins when opened that will be used to power up at the end of every level to be ready for the FINAL BOSS BATTLE. Passive Mechanism: i) Save and Load, by json ii) Power up, inspired by Vampire Hunter

#### Core Mechanism: Shooting and using Portals Assets: ALL of them from Itch.io by other people Music: By Me a.k.a Zeni Developed By Me -Zeni