# 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”: **"Portals are used to collect keys, unlock new levels, and travel between planets. They're the central puzzle and movement mechanic of the game."** Power Ups: i)Weapons, Max power-ups 3 ii) Health, Max power-ups 2 iii) Speed, Max power-ups 3 Chests: Will give coins (only obtained from the chests) 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: **i) Shooting enemies**

#### **ii) Navigating levels using Portals**

#### **Iii) Collecting power-ups and coins from chests**

#### **iv) Preparing for the final boss after each level** Assets: ALL of them from Itch.io by other people Music: By Me a.k.a Zeni Made In “Godot” and is 2D Developed By Me -Zeni