

DOOM – Destination: Hell

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High Concept

This game is based on DOOM, a group of players venture into the pits of hell, shooting demons and playing collaboratively using unique abilities in order to defeat the final boss and reach the highest score.

Features

- Players with different abilities move along generated tiles and pick up items.
- Combat demons using a provided shooting reticle.
- Constantly increasing enemy difficulty the more time passes.

Player Motivation

The player must clear out as many ‘rooms’ as fast as possible and defeat the final demon boss in order to be victorious.

Genre

Turn-based action with collaborative aspects.

Target Customer

Fans of DOOM and players from 16-30.

Competition

Considering the unique theme and mechanics. There isn't any other board game that resembles any similarity to DOOM – Destination: Hell on the market.

Unique Selling Points

- Combines spawn waves with increasing difficulty and collaborative mechanics utilizing unique player abilities and tile effects.

Target Hardware

A board game using the Piecepack System.

Design Goals

The game aims to encourage collaborative gameplay amongst fans a shoot-first think later tendencies.

Characters

2-4 unique character classes with distinct abilities.