



Coursework for SMc10327 Section 2: Is found within this document, below this page.

**SM Number:** SM4193

**Module:** SMc10327 Game Design I: Conceptual Game Design

## Introduction:

Welcome to DOOM – Destination: Hell, a board game inspired by the timeless godfather of the First Person Shooter genre, DOOM by id Software released in 1993.

## Suits:

The game can be played with 2-4 players. At the very start of the game all players choose between the 4 different character classes represented by 4 the 4 different suits in the piecepack game system. Please note that each class can only be selected once so discuss accordingly according to individual playstyles.

All classes have their unique buffs which will effect the flow of the game, additionally every class has a unique special ability which can be used once per charge. These abilities can change the tide of the game and they affect **ALL** players in the game. These special abilities can be charged by killing an amount of demons denoted by the number next to the *Special*/keyword found below. Special skills can be activated instantaneously at any stage of the game (even mid-combat of other players) if available.



### 1) Blue Arms

This class has the furthest reach amongst all the classes, which allows it to move the furthest.

Tip: This class is able to collect more items per turn.

Perks:

- You move 1 extra spaces every turn.
- Special (3): All players move 1 extra space every turn for, 2 turns.



## 2) Red Suns

This class has the highest accuracy amongst all the classes, allowing it to land more successful hits.

Tip: This class is able to deal the most damage.

Perks:

- You have 1 extra die in combat (**Please refer to the COMBAT section on pg 12 for further information**).
- Special (5): All players have 1 extra die in combat for 2 turns.



## 3) Green Crowns

This class has the ability to generate health or armor packs, allowing it to keep the team in better shape.

Tip: This class eases the burden of collecting health and armor packs throughout the game.

Perks:

- You generate 1 health or armor pack every 3 turns. (The player chooses which pack to generate).
- Special (3): Generates a health pack **AND** an armor pack for all players.



#### 4) Black Moons

This class has the ability to generate weapons out of nothing (literally), making it useful in acquiring better weapons for the team.

Tip: This class can change the tide of battle later on in the game.

Perks:

- You generate one random weapon card every 4 turns (Note: this replaces the player's current equipped weapon.
- Special (5): Generates a random weapon card for all players. Players can choose to keep the weapon and replace their currently equipped weapon or discard the generated weapon.

# Player Movement:

The goal of the game is to survive 10 rooms within the ranks of hell. In order to do this you need to unlock new rooms.

There are 2 phases in the game, the movement phase and the combat phase. The first thing that a player is able to do is to move along the tiles. There is a number of tiles included in the box of this boardgame resembling the piecepack system. All tiles are of a 4x4 size and represent the different suits.

When starting the game a player takes all 6 tiles that represent his/her suit and places them on the table creating a 6x4 grid. This is repeated for every player.

When the tiles are placed the player will then spawn his/her pawn on any area in the tiles.

In order to move:

- 1) A player rolls his/her provided D6 die and moves in any direction according to the number on the die.
- 2) After a player has finished his movement phase, the turn is ended and the next player repeats the process.

In order to move from one room to the next you will need to collect a key which would have spawned in a random location (**Please refer to the ITEMS section on page 9 for further information**). After collecting a key you can then proceed to any corner of the tiles in order to generate a new room.

Doing so will reset all currently placed items and increase the *DEPTH Meter* by 1. When the player successfully reaches DEPTH 10, he/she will be teleported to the final room of the game in order to face off the final demon boss.

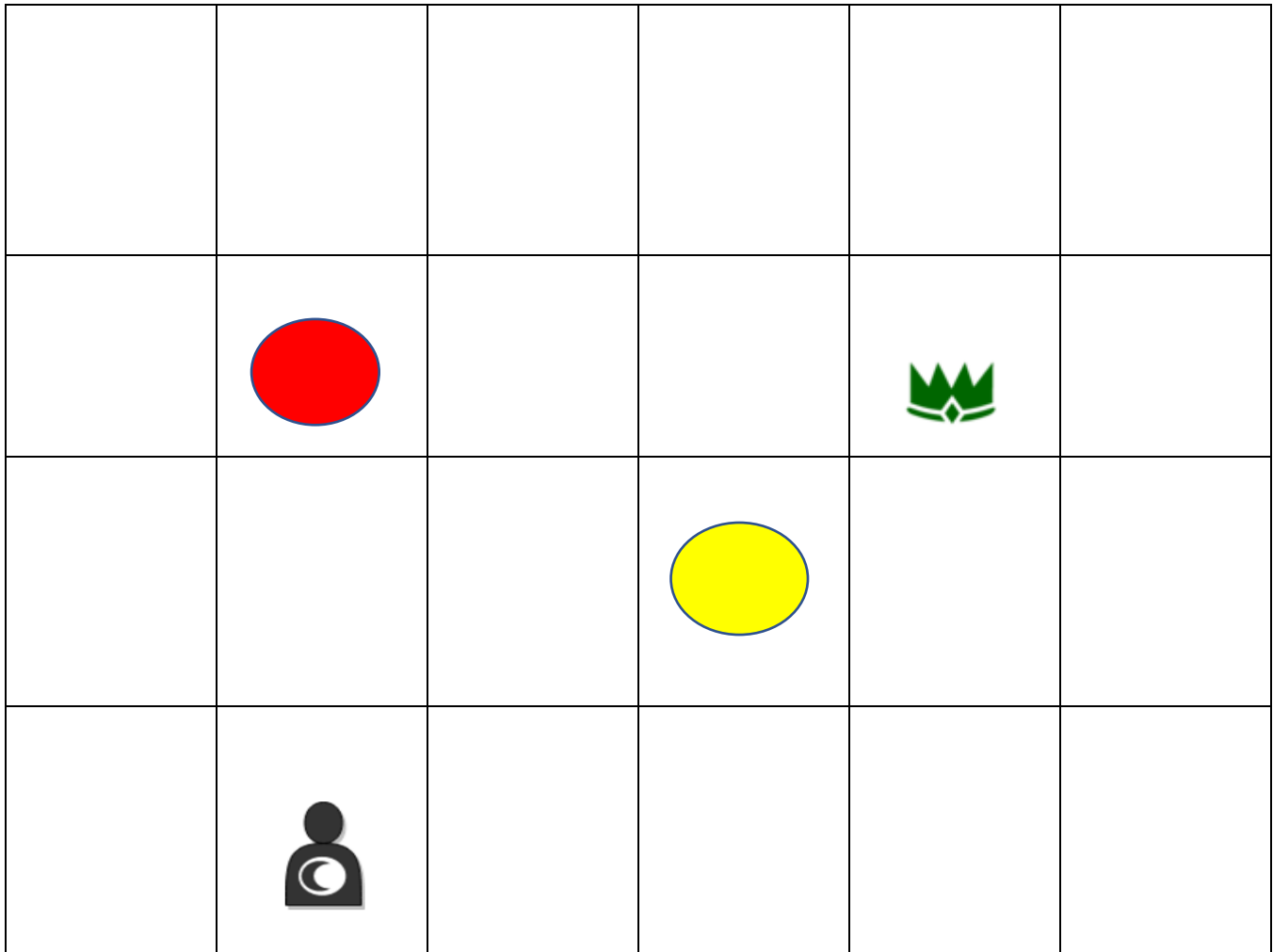


Image 1 - Example Tileset

## Suit Coins:

During the game, random suit coins will spawn on each player's tiles representing different abilities (**Please refer to the ITEMS section on page 9 for further information**). Whenever a player collects these suit coins, they can choose to consume it for an immediate effect on their chosen player's room.

*Please note that there is a total of 6 coins for every suit meaning that there is only a limited amount and they deplete faster the more players are playing so please use wisely. A player can choose to keep the coin to be consumed at a later stage.*



Gives the chosen player a +1 movement boost for 2 turns.



Gives the chosen player an extra die in combat for 2 turns.



Creates a link with the chosen player and allows you to trade 1 item.



Generates a random weapon card for the chosen player.



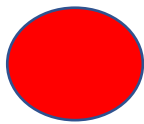
## Items:

Throughout the game you will be spawning in items on the map using 2 dice, 1 D6 die and 1 D4 die, which are provided with the game. Whenever you generate a new room (**Please refer to the PLAYER MOVEMENT section on page 6 for further information**), you draw a ROOM card which will contain what kinds of items and how many to spawn.

To spawn the items in the game you first declare what item you will be spawning. You then roll the provided D6 and D4 die, creating co-ordinates for your newly spawned in item.

Example: Rolling a 3 on your D6 and a 2 on your D4 means that your item will be spawned in (3,2). *Please note that the bottom left corner is the origin point (0,0).*

There are 5 item types:



**Weapon:** Collecting this will generate a random weapon card for your pawn. *Please note a player can only hold 1 weapon.*

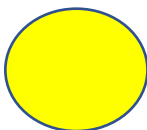


**Armor:** Collecting this will instantly replenish your armor. *Please note your armor has a maximum of 150 points.*

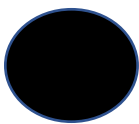


**Health:** Collecting this will instantly replenish your health.

*Please note your health has a maximum of 200 points.*



**Key:** Collecting this will allow you to generate a new room (**Please refer to the PLAYER MOVEMENT section for further information**).



**Tome:** Collecting this will increase your *TOME Counter* by 1.

## Tomes:

Every player has a shared pool of Tomes. When the *TOME Counter* reaches 10, every player can vote in order to perform a RITUAL on one of the players including themselves (**Please refer to the RITUAL section on page 11 for further information**).

## Ritual:

When the TOME Counter reaches 10. The Ritual upgrade becomes available. At this stage the team can vote on **ANY** player **INCLUDING** players whom have fallen in order to give him/her the following buffs:

+1 extra space every movement phase.

Comes into play with 2 randomized weapons (you choose 1).

+1 extra die in combat.

Comes into play with 200 health and 300 armor points.

*Please note when a buffed up player dies, they are completely removed from the game.*

## Combat:

Whenever a player generates a new room. The player will draw a ROOM Card which states what and how many *Demon Cards* have been spawned. When demons are spawned, the player finishes the movement phase and switches to the combat phase. The combat phase only ends when combat has been resolved.

Combat is broken into the following steps:

- 1) Toss a coin to see whether the player or the Demon attacks first.  
(If heads the player attacks first, if tails the demon attacks first).

Assuming player attacks first:

- 2) Look at your respective weapon card and look at the DICE Amount.  
This denotes the amount of die you are able to use.
- 3) You then throw the same amount of colored die (also included in the game) into the provided *SHOOTING Reticle*.
- 4) Green denotes hit, Red denotes miss. Look at how many green faces are visible on the different sections of the *SHOOTING Reticle* and add up the numbers if the sections marked green.
- 5) Deal that amount of damage to the Demon.

During Demon's turn:

- 6) Flip a coin. If heads, look at the Damage on the *Demon Card* and deduct it from the Player's armor. If armor is already at 0, deduct the amount from the Player's health.
- 7) When either the player or the Demon have been eliminated the combat phase ends.

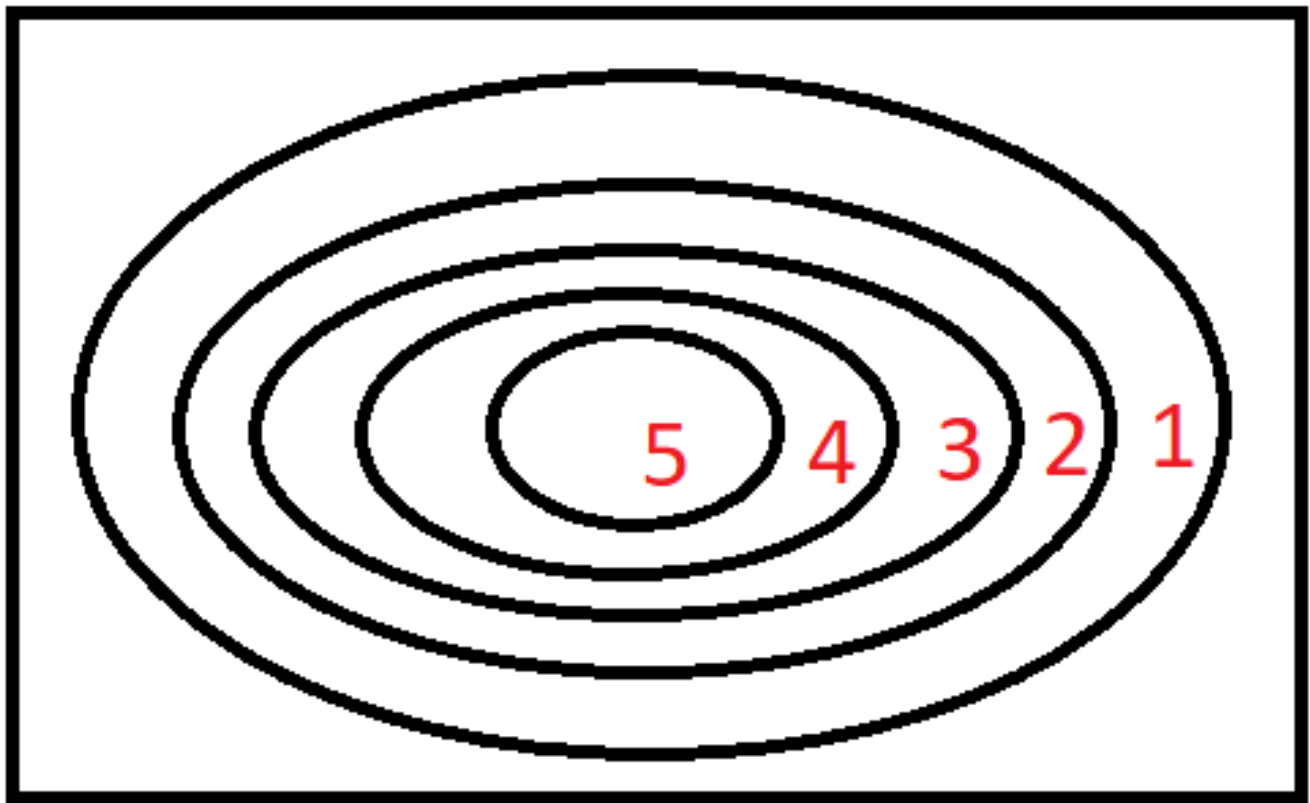
## Satanic Meter:

Every player also has a shared Satanic Meter which starts at 0. After every player completes his/her turn, the Satanic Meter is increased by 1. When the Satanic Meter reaches 3, 6 and 9 respectively, every Demon Card gets a permanent buff of +15, +45 and +90 damage for the rest of the game. *Please note that this applies also to Demon Cards not yet spawned.*

## Player Death:

If the player's health points reaches 0. The player dies. The player is then stripped from all abilities except movement.

A deceased player's is able to move to ANY tile in the game, including other player tiles. However the deceased player can only collect TOMES.



*Image 2 - Provided Shooting Reticle*

## Winning/Losing:

The goal of every player is to survive a total of 10 rooms after which the player is automatically teleported to the final room in the game. HELL.

## Boss Battle:

This room doesn't generate a Room Card, however it generates one Boss Card out of the 5 available.

Please choose randomly by shuffling the cards and picking 1.

All players who successfully complete 10 rooms are automatically teleported to join the final battle at any time. At that point every player takes his/her normal turn to attack the final boss. However when the boss attacks, every player needs to flip a coin and deal damage accordingly.

## Winning:

If the boss is defeated. The game is won and the total amount of points are added up in order to mark down the team's score.

## Losing:

If all active players have been wiped out (meaning that there is no longer one physical player in play), the game ends and the total amount of points are counted normally.