Game Concepts Report

Team Members

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Game Overview

For this task, I am going to create a 3D game that represents classic FPS such as Doom and Quake, that allows the player to go to certain rooms, areas, etc. to kill enemies. Main target audience is more likely to be shooter lovers and who loves retro games.

Main influence of this game concept is mostly Doom, since its one of the first FPS games to spark the genre. But Quake enhanced what Doom did, such as more detail and complex dungeons, expansive weapons, etc.
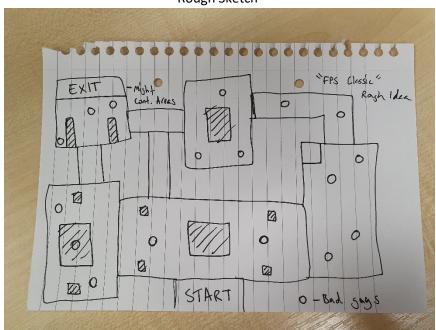
The player will try and kill as many enemies as possible, getting to the exit, or survive.

Core Objective

Player needs to get to exit, kill as many enemies or survive the onslaught. This might have extra rooms or areas if needed. Player might need to kill certain number of enemies or obtaining a key card to access more areas.

It will mainly be within walls, but might have exceptions of outside areas, which might connect to each other in a way.

There will be extras, such as more weapons or easter eggs if needed, just to enhance the overall game concept.

Rough Sketch