Straight Outta Hell! – One Pager

Genre
Linear arena style continuation of the Main Game

Essence Statement
Shortly after the ending of Doom (2016), the Doom Slayer finds himself somewhere; somewhere deep in hell. What does he do next? Find a way a back, while killing any and all demons that dare get in his way of course. He must make his way out of hell, and defeat one particular demon that has been manipulating his path so far, before making it to Mars at an abandoned facility and then escaping as it counts down towards destruction.

Overview
But it isn't so easy, along the way each of the areas he passes through present a unique challenge to him, while at the same time changing his available weapon, thus forcing him to adapt to the environment and complete additional challenges to get access to bonus weapons and upgrades.

The player is fed the story through dialogue from the AI Vega, the Demon boss tormenting and taunting the player, and additional notes and environmental storytelling

Unique Game Mechanics – Key Features
➢ Hell energy damage: This slowly adds up over time, and deals damage to the player every few seconds unless it is brought down by obtaining hell energy orbs which are dropped from defeated demons.
➢ Forced Weapon Swaps: Each arena presents a new weapon to deal with the threats the player faces.
➢ Time based challenges: For an extra challenge, players can defeat demons in a certain manner, or kill a certain number of demons in order to obtain special bonuses like additional weapons.
➢ Boss Fight with Multiple Phases: The boss features it's own health bar, and summons additional demons to fight with it once it's health reaches a certain level to provide an additional challenge. It also transports the player to different dimensions where the player must fight in a constricted space.