Straight Outta Hell! Design Document

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1.0 The Map

The game is lander type game wherein the player must control a ship in a planet's atmosphere and safely land it on the goal.

2.0 Basic Information

2.1 Name

Straight Outta Hell!

2.2 Genre

Linear FPS Campaign, Challenge Arena

2.3 Number of players

Single Player

2.4 Platform

PC, PS4, Xbox One

2.5 Core Target Audience

Challenge Enthusiasts, Story enthusiasts who wonder what happens after the end of Doom

2.6 Look and Feel

The Map will be comprised of both components of Hell and a facility on Mars.

The Hell rooms will give a sense of encroaching danger and the dread and horrors of hell that the Doom Slayer has been transported to.

The Mars facility is meant to evoke a sense of haunted emptiness, as if people suddenly dropped what they were doing and left, in the wake of some kind of disaster, similar to the original game.

3.0 Story & Universe

The story is a simple followup ot the end of Doom, shortly after the Doom Slayer is pushed back into Hell. He must make his way through a series of trials set for him as an ancient demon taunts and warns him. He progress and makes it through each of these challenges and eventually defeats the ancient demon himself before finding a portal back to Mars.

However, all is not the same, and the hell energy flux continues and seeps to Mars, thus forcing him to escape from the facility, while dealing with ever more demons and even stranger warping of his weapons.

4.0 Map Objectives

There are two main aspects of this – Completing the mini-goal of the room the player is in, while meeting any particular conditions specific to the level and making it through the entire map to complete the story.

Each room also has challenges, which could be considered mini-objectives. These will be talked about in a future section.

5.0 Gameplay

There are several forms of gameplay in the map, namely, exploration, combat, wave-survival, boss battles and escape.

5.1 Map Flow Summary

The player begins at the 'lowest level' of hell, with the initial room being an open space with small groups of enemy encounters to help the player get accustomed to the map's mechanics.

This is also where the player is introduced to challenges as well as hell energy.

Basic Flow:

- Intro > Arena 1 > Arena 2 > Arena 3 > Arena 4 > Arena 4 Boss > Mars Facility Survival 1 > Survival 2 > Survival 3 > Survival 4 > Survival 5 > Escape

After the player progresses through the arenas and defeats the boss, he gets through the portal back to Mars.

But the Mars facility is long unused and quiet. Upon restarting it, it appears the hell energy flux levels rise to extremes, damaging the facility beyond repair and triggering a countdown to an explosion.

In this instance, the Doom Slayer must stay alive fighting wave after wave of demon until each consecutive gate opens, allowing him to escape.

5.2 Pacing

The initial arena starts off slow, but ramps up in challenge and difficulty as the player reaches the boss. The transition rooms in between provide some much needed breathing room in between challenges.

At the boss, the tension is at the highest, before going down all the way after defeating it and making it to Mars. Upon reactivation of the facility though, it starts to ramp up again slowly at first, but then rapidly as the timers start counting down, with more and more waves of demons attacking the player, right until he escapes at another high moment.

Pacing and Tension Flow:

- Intro with new mechanic explanations ---→ Boss which escalate to High tension ---→ Low Tension as the player relaxes and focuses on the new Mars facility environment ---→ Escalation to High Tension again as the player progresses towards the end in the escape sequence

5.3 Main Elements of Gameplay

Hell Energy – This is a constantly building number on the player's HUD. This keeps collecting over time as the player walks through hell. The player must defeat demons to collect orbs which effectively reduce this number, thereby keeping away the insanity of hell a bit further.

Encounters and Rooms – Each room is designed with a set of encounters that are triggered based on specific conditions depending on the room.

Similar to games like Devil May Cry, the player may not escape or move on from the room unless they have defeated the entire hoard of demons in that specific room.

5.4 Bonus Objectives and Points

Challenges – These are bonuses provided to the player for playing well, and help him do better in the map by providing him with additional weapons, grenades etc.

Challenge types:

- Defeat 5 enemies in 10 seconds
- Survive for X seconds
- Defeat X enemies with Y Weapon before time runs out

Reward types:

- Weapons
- Grenades
- Powerups

6.0 Mechanics

6.1 Movement and shooting

The player is capable of all forms of movement as present in the main game.

With regards to shooting however, the player's weapons are changed each time he enters a new room, thus presenting a new challenge for him to deal with.

Additionally, in further stages in the Mars facility, the Hell energy flux becomes so intense, that the player's weapons start changing upon every kill, thus forcing him to deal with each new enemy in a new manner, based on the currently equipped weapon. This also further cements the need to deal with the situation, as that is a phase when escaping the facility becomes most important.

6.2 Objects

These are items and resources that the player can come across while playing the game. Some are part of objectives and conditions for certain levels.

Hell Energy orbs – These are dropped from defeated enemies.

Weapons – These are sometimes available through spawning at specific places in rooms and other times rewarded for accomplishing challenges.

Powerups – These are scattered throughout rooms and additionally spawn at certain points in time over the course of play in the room.

Keys/Skulls/Computers – These need to be interacted with in order to activate doors or make progress through rooms.

6.2.1 Tomes

➢ These provide story fragments through the demonic taunts while also controlling the pace by preventing the player from running room to room as they only open the following door upon completing the demonic dialogue.

7.0 Boss

One major challenge in the level is the boss that appears near the end of the map.

The boss is composed of different phases

- 100-75

- 75-50

- 50-25

- 25-0

Initially, the boss will simply follow the player, attacking him, until the player depletes the boss' health to a threshold which is when the boss' health reaches 75%. Each time the boss reaches a threshold, it activates a new mechanic as follows:

- 100-75% health: Fight with the boss itself, learn its patterns and get comfortable with the enemy

- 75% health: Summon a new additional demon to the fight, one of the boss' henchmen

    o Deal with both the new enemy and the boss

    o Decision point to decide which one to focus on first or take any opportunity that presents itself

- 50% health: Send the player to a different chaotic dimension, similar to a dreamlike state, where narratively it is trying to consume the Doom Slayer's Mind

    o Change of place to disorient the player and force him to deal with his confined surroundings, at first with weaker enemies

    o Once complete, the player must continue to fight the boss down to 25% health

- 25% health: It sends the doom slayer to the other dimension again

       o   Similar to the previous one except that the enemies are now stronger, this is in essence to challenge the player's capacity to orient to the room through the previous phase while also dealing with the sudden shift from dealing with the boss to dealing with these other enemies

Following this: After the player makes it through each of these stages, the player can finally kill the boss.

7.0 Interface

The Hell Energy flux is indicated through a new Hud that is shown on the top left, so that it is immediately apparent to the player. The rest of the HUD is left generally untouched, except for notes, guidelines and story text appearing through straight to HUD text, as they get delivered by either Vega or the demon boss.

9.0 Map Layout

Blueprint Mode Wireframe