

**Dejny Herného dizajnu**

# **Spätné GDD**

**Doom (1993)**

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## Doom (1993):



### **Genre:**

First-person shooter (FPS), known for its fast-paced and intense combat.

### **Platform:**

Originally released for MS-DOS. Later adapted for various platforms, including Windows, Linux, and gaming consoles.

### **Suitable for (Age):**

Generally recommended for mature audiences due to intense violence and horror elements.

### **Game Engine:**

Developed using the id Tech 1 engine, showcasing advanced 3D graphics and efficient rendering for its time.

### **Gameplay Length:**

Variable, depending on player skill and exploration. Typically features short to medium-length levels.

### **Number of Players:**

Originally designed as a single-player experience. Later versions and adaptations introduced multiplayer capabilities.

### **Control System:**

Utilizes keyboard and mouse controls for movement, aiming, and shooting. Control configurations may vary based on the platform.

### **Plot:**

In "Doom" (1993), players take on the role of a space marine on Mars' moons, Phobos and Deimos, where a teleportation experiment goes awry, unleashing hordes of demons. As the lone survivor, the player fights through three episodes to close the interdimensional gateway and prevent the demonic invasion from reaching Earth. The narrative is minimalistic, with the game focusing on intense first-person shooter gameplay and exploration.

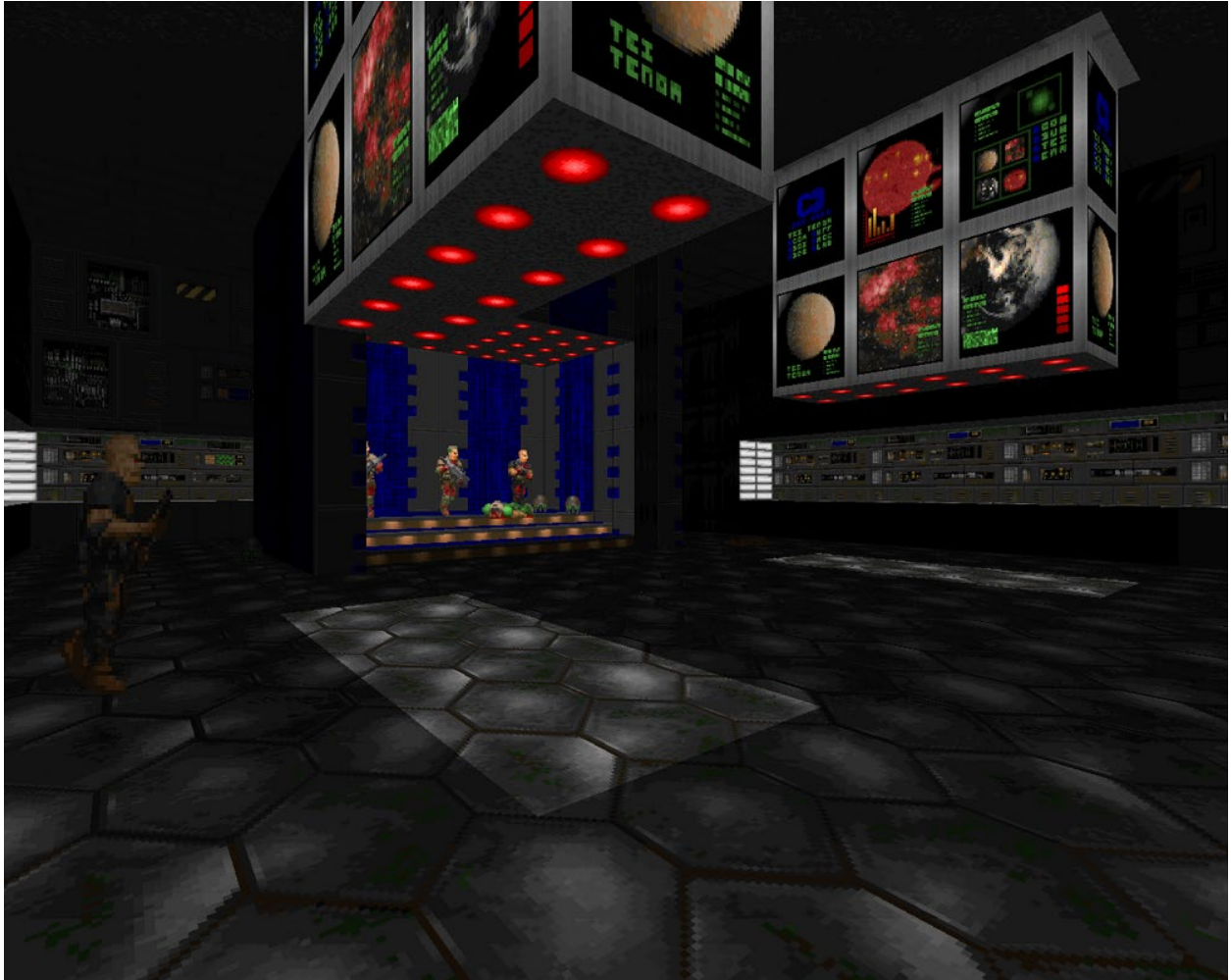
## **Doom (1993) Game Mechanics:**

- first-person shooter (FPS): presented from a first-person perspective, players navigate immersive 3D environments.
- combat: engage in intense battles with a variety of demonic enemies using a diverse arsenal of weapons, including iconic ones like the shotgun and BFG 9000.
- ammo and health management: players must strategically collect ammunition and health items to survive encounters.
- keycard system: progress through levels by finding colored keycards to unlock doors and access new areas.
- non-linear exploration: levels encourage exploration, with secret areas containing power-ups and hidden weapons.
- multiplayer (later versions): introduced competitive and cooperative multiplayer modes, contributing to the evolution of online gaming.
- fast movement: quick and responsive player movement adds to the game's intense and fluid gameplay.
- destructible environment: some elements of the environment, such as barrels, can be interacted with to cause chain reactions.
- simple interface: minimalistic heads-up display (HUD) provides essential information, maintaining focus on the action.
- puzzles: levels incorporate switches and puzzles to enhance exploration and challenge.
- demon variety: a diverse range of demons, each with unique abilities and attack patterns.

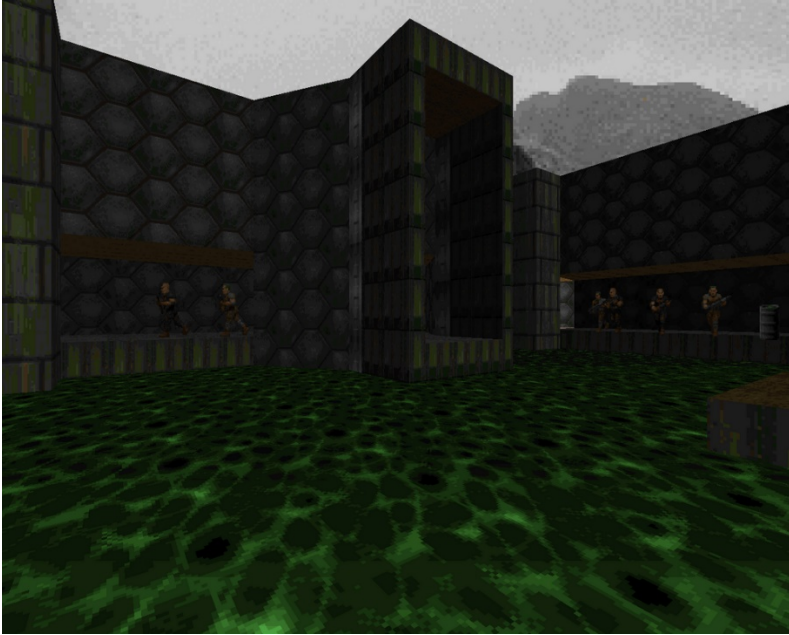
# Locations

Some of many levels in Doom:

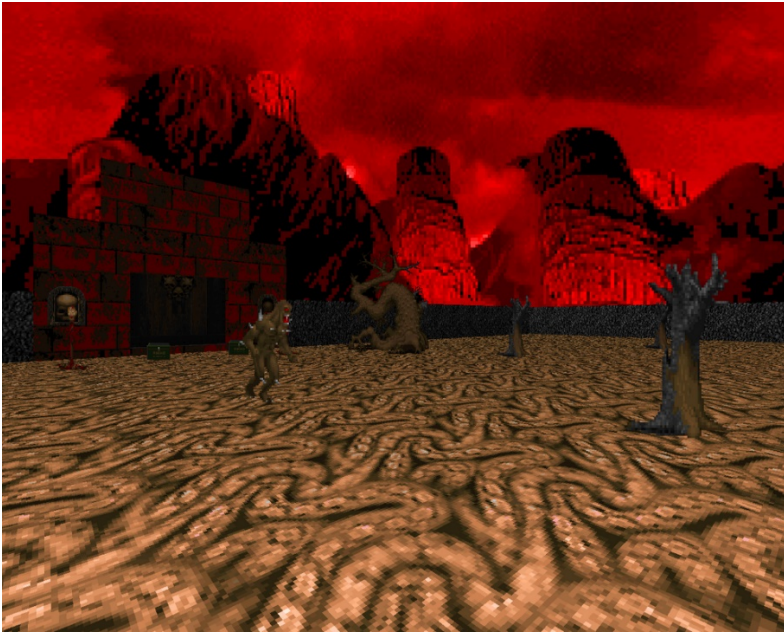
Hangar (first map of Knee-Deep in the Dead in Doom)



Phobos Lab



Hell Keep



## Characters:

Doom Marine (Doomguy):



The player assumes the role of an unnamed space marine stationed on Mars' moons, Phobos and Deimos. Often referred to as the "Doom Marine" or "Doomguy," this character becomes the last survivor after a demonic invasion is unleashed.

Demons:

The game features a variety of demonic enemies, each with its own appearance and attack patterns. These include Imps, Pinky Demons, Cacodemons, Barons of Hell, and more.

Lost Soul





Baron of Hell



Cacodemon



Revenant



Mancubus



Cyberdemon



NPCs:

"Doom" doesn't focus on non-playable characters with distinct personalities. The limited storytelling is conveyed through sparse text messages, and the player's interaction is mainly with the demonic entities they encounter.



# UI



The user interface (UI) in "Doom" (1993) is minimalistic and designed to provide essential information without distracting from the fast-paced gameplay.

## Conclusion:

"Doom" (1993) is a legendary first-person shooter that redefined gaming. With its fast-paced action, minimalistic narrative, and immersive environments, it set the standard for the FPS genre. The game's enduring legacy is a testament to its impact on the industry, shaping the way we play and experience video games.