DESIGN ANALYSIS

GAME DESIGN REVERSE ENGINEERING

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DOOM
OVERVIEW

DOOM OVERVIEW

DOOM remake from id Software and Bethesda rebooted the franchise and launched some new episode with nowadays graphics update from the id Tech engine for the pleasure of our eyes.

The game takes place in the same sci-fi world as Doom 1.
You woke up on Planet Mars and have to fight enemies/monsters to travel across levels around you, pass through Hell to repel hordes of enemies.

But mostly of the players play Doom to have fun. With this remake players know what the game is so we will see how developers designed the game to be fun and which mechanics and level design accomplished this goal with the simplicity of some old features.

DOOM
GAME STRUCTURE

DOOM GAME STRUCTURE

STRUCTURE

Developers guide the player to kill enemies through an apocalyptic world.
The players need to clean rooms after rooms towards the end of the game evolving in the it and improve skills and mechanics (weapons / gear / abilities) to use the maximum of capabilities he could get and find many possibilities to have fun after all.

OBJECTIVE

The main objective is to close the Hell gate.
It's announced by the scenario who's not the better point of the game.
The player have to pass through rooms "instance" full of enemies, clean the room to access to the next one and continue his path reaching the end of the game.
A selected point on the map is set to indicate to the player where to go. It's pretty linear.
But the main objective is to have fun killing demons from Hell.

WORLD

DOOM's world is pretty linear, corridors, straight paths, vertical levels plateforms constantly indicate where the player should go to continue his travel. (genocide)
It's set by "rooms". It's well made that the player doesn't notice it. The world offers rewards (weapon, health, ammo or challenges, bonus that gives you power, artefact point you can find to upgrade your weapon and character.)
If it's not killing monsters to open the next room, sometimes you have to explore another paths to find object that gives you the capability to allow you to continue your journey by the main path.

CHARACTER

Character gives to the player the "almost feeling" of being invinsible.
It's set on a run-and-gun mechanic. Move fast then shoot demons. It gives you the flow that developers wanted to have originally.
Because it need to be fun first.
By exploring the world, Doomguy could purchase points that give him the opportunity to upgrade his suit and weapons.
He could find ammo or health (most of the time before a huge hardcore room fight) to progress easily.

GAME STRUCTURE - Content

This structure is with what the player could find the fun in the game, by the simplicity.

The player has two objectives :

- Killing monsters, by moving fast and reach the objective storyline.
- Find gear, health, ammo, bonus, secret rooms, collectibles, runes, points to improve his capabilities and skills.

The fun is guide by the simplicity :

- In the core gameplay.
- In the achievement.

There is 3 main points in this game who are guided by FUN :

1_ Combat (enemy types, weapons types, The Combat Chess.)
2_ Speed (the Top Speed, Level Design offers fun.)
3_ Simplicity (Cut mechanic for a better intuitivity.)

DOOM
WORLD DESIGN

WORLD DESIGN - Overview

We will see on what the world design gives to the player and allow him to pursue his quest by having fun.

Developers said they wanted to make the game simple and fun by making a one person shooter campaign fun in 2016 with some old and simple mechanics.

What the world and environment give you ?

Summary :

Notion of :

- Combat
- Level Design
- Speed
- Simplicity

WORLD DESIGN - Combat

In Doom the main goal is “fun first”. Everything (mechanics) in Doom is guide to the fun.

With the actual design of DOOM, bad-ass guns, charismatics enemies, fast movements, developers created the “combat chess” (the “push forward combat) who’s the core gameplay of the game to make the game fun to play.

The Combat Chess is translatable by rushing enemies by enemies but on a smart way :

The speed of movement, the individuality of demons, the distinctiveness of weapons, some overall power, all those things guide to one thing : the “make me think, make me move”.

“I am in an arena, bunch of demons coming at me, what do I do, How do I do, WHere do I go to escape a very hard fight and exiting the room winner of it ?” : With the Combat Chess.

WORLD DESIGN - Combat Chess

Because of the speed of DOOM, every mechanics have to be simple to let the player think to play and win.

The world is designed by bringing you enemies in a certain way that you could draw your own path and evolve like you want, killing monsters as you wish.

Combat Chess is alive thanks to enemies and his diversity.

Having only “rushers enemies” who’s running at you would be boring. So developers set many kind of them.
There is enemy holding their position and instinctively the player would come at them at their position. So the player occupy all the space around him and create his own path across the room by avoiding “rushers” and go to the “holding position” enemy.
This individuality of enemy create a good level design in which the player could evolve in, it create diversity in the way the player plays. It gives him the choice of thinking ! “If you’re not moving, you die.”

WORLD DESIGN - Combat Chess

Developers cut off mechanics (no reloading design (exept for the super shotgun) to make the game fluent and dynamic around the notion of fun letting the player thinking in a very high speed intense gameplay.
What in the world design of DOOM could give to the player the opportunity of think ?
Combat Chess or “Pushing-Forward combat” Example : You need to be strategic.

WORLD DESIGN - Map & Environment

The game is design to make you feel you are against the whole Hell, that you'll meet all the demons in the game once. But they coming at you one by one, room by room.

The Level Design is made that you, as a player, need to go on one enemy, then another, then another, by the gamefeel of the speed movement and gore juicyness, but also by the Combat Chess who give you the opportunity to think how to evolve in this labyrinthic vertical, horizontal Level Designed map and choose how to kill first.

You choose your path because of them.

WORLD DESIGN - Distraction Loops

Those elements are some distractions items the player can get to improve his skills (more speed, etc...) find some points to unlock abilities on weapons or reach a certain level of capability on the armor of the character to be more resistant, more healthy, etc.

Elements and objectives are implemented in the Level Design World Map by a minimalist compass.

WORLD DESIGN - Notion of Speed

DOOM is set on a high energy format design. The game has to be speedy.
The player is always at his highest speed deplacement. But that's not the speed how make DOOM fast , it's also the size of the arena and the enemy encounter. In fact the player is not as fast as we could imagine. This is the impression who give us this feeling.

The player is more agile than he is fast, developers find the right space arena with the right amount of space to make the player feel faster than he really is.

The Level Design is well made to introduce to the player many ways to evolve through the levels.

WORLD DESIGN - Notion of Simplicity

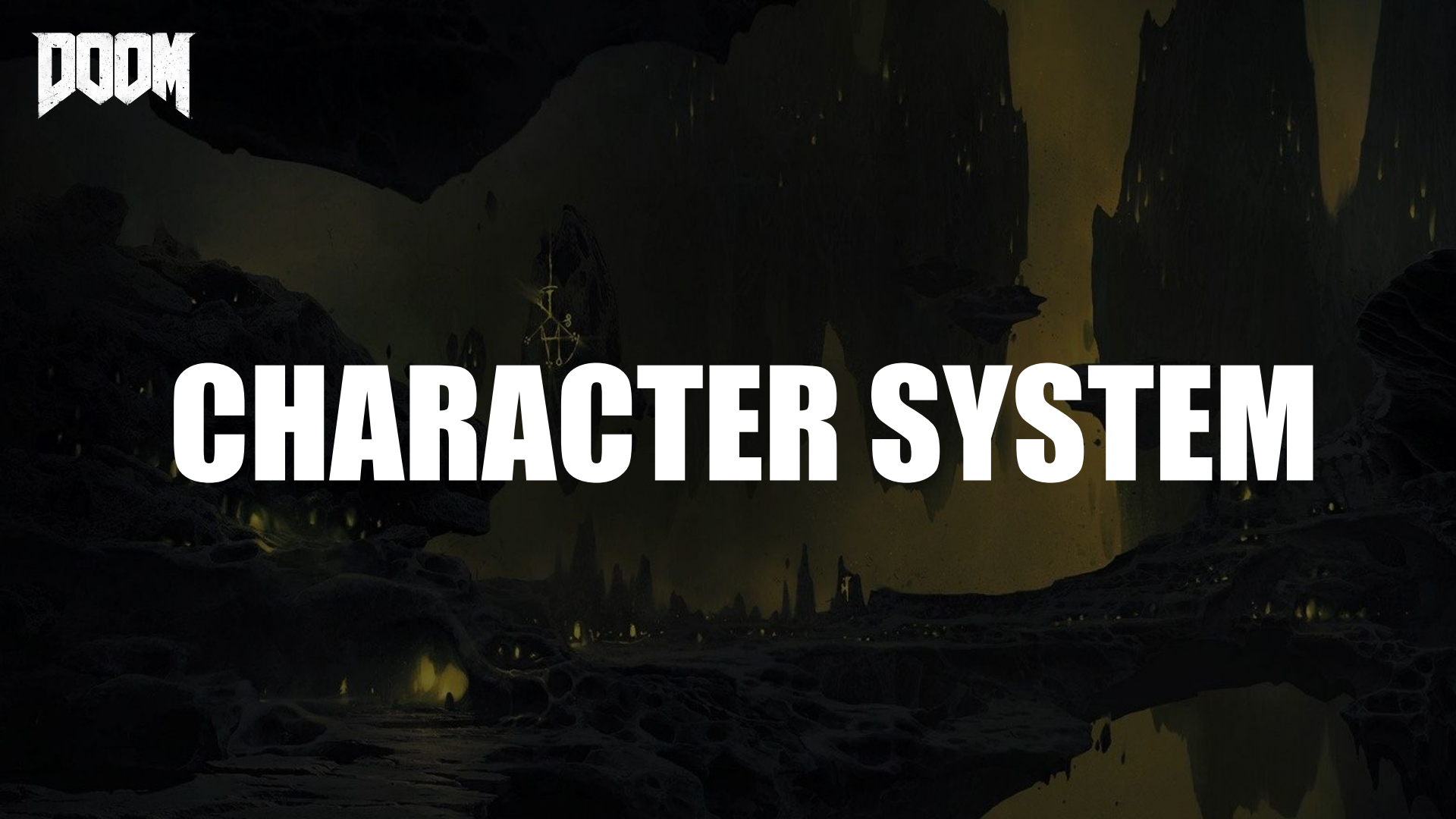
Developers cut off some standard shooter gameplay mechanics to make the game simple and fun. For example there is no reloading design mechanic.

The most important thing in the Level Design of DOOM is that the player has to understand the game quickly. So from the point of view of the developers, so no need to implement complicated ideas.

DOOM WORLD DESIGN - Clear design

DOOM's design is built on the simplicity.
The player could interact with :
-enemy
-items on the ground
-level designed map

The core design is to have fun killing demons so everything around is almost secondary.


DOOM
CHARACTER SYSTEM

CHARACTER SYSTEM - Overview

We will see on what the character system gives to the player and allow him to pursue his quest by having fun.

Developers said they wanted to make the game simple and fun by making a one person shooter campaign fun in 2016 with some old and simple mechanics.

What the character system gives you ?

Summary :

- Weapons (diversity + perks + power)
- Upgradable (weapons + gearsuit + abilities)
- Health and other consumables collectible
- Level Design (jump or double jump)
- Secret rooms (give you runes, collectible to increase your deplacement or abilities and gear)

DOOM CHARACTER SYSTEM - Weapons

The distinctiveness of weapons give to the player the choice to tackle the combat chess as he want to. There a kind of weapon for a kind of enemy.

DOOM CHARACTER SYSTEM - Range

DOOM CHARACTER SYSTEM - Upgrades

Weapons have two select mode.
With some “Weapon upgrades points” you can unlock perks on the part choosen of the weapon.
You can choose in-game one of the two part unlocked.
In this case, you can equip the “Charged Burst” on your Shotgun, or the Explosive Shot”. You can switch parts in-game.

DOOM CHARACTER SYSTEM - Power-up

You can find in the game some abilities items on the ground giving you capabilities (like fighting demons by hands one shooting them) or increasing your own self-unlocked capabilities. (giving you more shield, health, speedness for example.)

DOOM CHARACTER SYSTEM - Suit

Praetor points.

Praetor Elements.

Unlockable with “Argent cells points”.

As weapons, you can upgrade your suit.

DOOM CHARACTER SYSTEM - Argent cells

Argent cells allows you to upgrade your gear to benefit more armor / health or ammo.
Those are findable in chests through the game

DOOM CHARACTER SYSTEM - Praetor points

Praetor points allows you to upgrade and improve your suit's gear elements.
They are findable on Elite guards dead bodies as a little card.

CHARACTER SYSTEM - Health system

There is no “health automatic recharging” in DOOM, you have to find collectibles to progress.

CHARACTER SYSTEM - Ammo system

Ammo (enemies give ammo when they die.)

There is no “health automatic recharging” in DOOM, you have to find collectibles to progress.

DOOM CHARACTER SYSTEM - Collectible

Doomguy muppet.

You can find easter egg for the hadcore, nostalgic players.

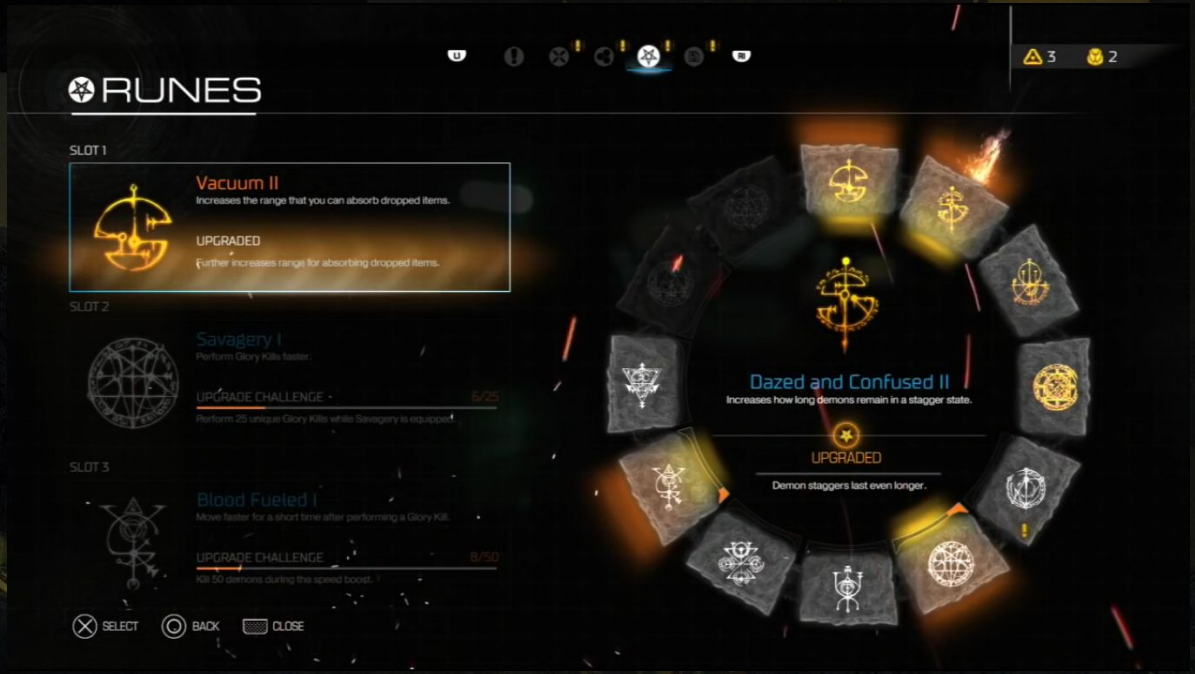
DOOM CHARACTER SYSTEM - Level Design

The level design is built on a way to make you feel you're moving at high speed. But you are more agile than you're speed. The player could use his double jump to play with the decor into fight scene or plateforms parts. Give you the feel of invinsibility by the dynamic of the gameplay renforced by the Combat Chess gameplay.

DOOM CHARACTER SYSTEM - Challenge

In DOOM, you have some challenge who's placed through the game, who's a good alternative of always using always the main mechanics along the game. It's in fact mini games who give you the opportunity to challenge yourself using mechanics in other way.

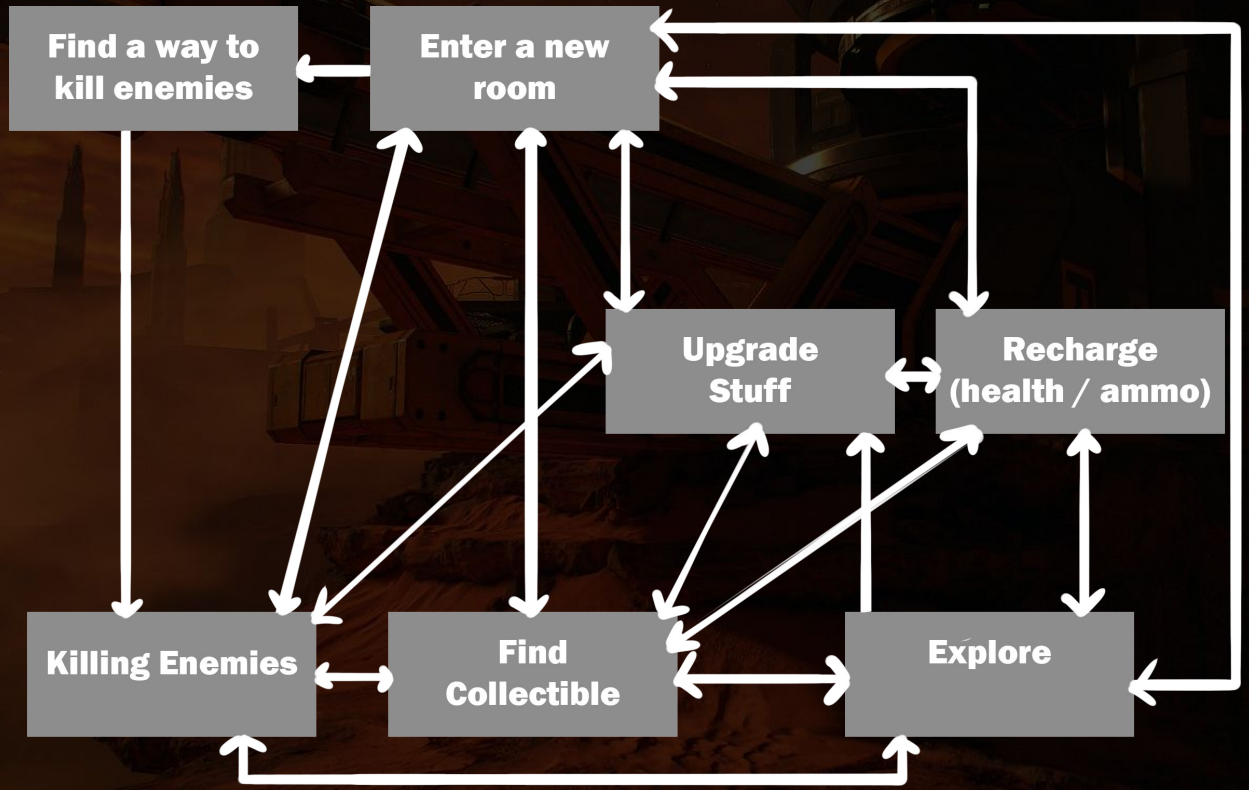
DOOM CHARACTER SYSTEM - Challenge



If you achieve the challenge, you earn a rune. It increases some abilities of your character.

DOOM
PROGRESSION LOOP

PROGRESSION LOOP THROUGH GAMEPLAY



In this DOOM game, there is room with no enemy. But mainly to reach the next room, you have to clear the previous one.

Thank You