

Scott Hamilton

DOOM (2016) Level Design Test

XB2001

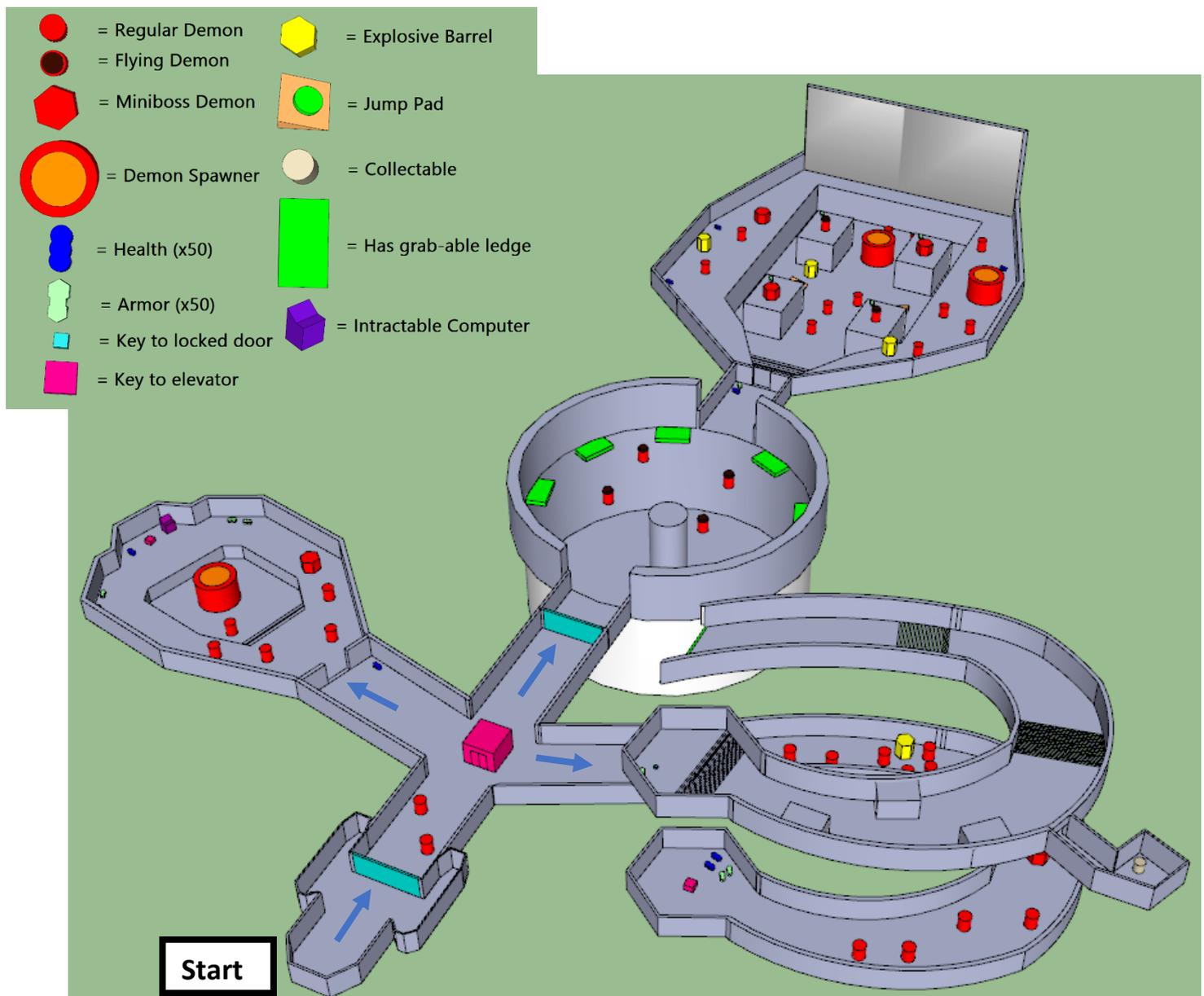
Overview –

Following his first meeting with Samuel Hayden, the Doom Slayer is tasked with travelling through a laboratory section of the complex, specifically mentioned to have been under the supervision of Olivia Pierce.

This level is set during the mid-section of the game, giving the player access to the double jump mechanic and an array of different weaponry, allowing for the difficulty of the game to be increased as the player has become accustomed to the gameplay.

This level is designed to be a quintessential DOOM level, featuring the blood, guts and gore fans love mixed with the quick, explorational and exciting gameplay which makes DOOM such a gaming staple.

Full Level View and Key -



Mechanics –

- Double Jumping
- Ledge Grabbing
- Glory Kills
- Only guns not available are the BFG and Rocket Launcher
- Explosive Barrels
- Jump Pads

Cutscenes –

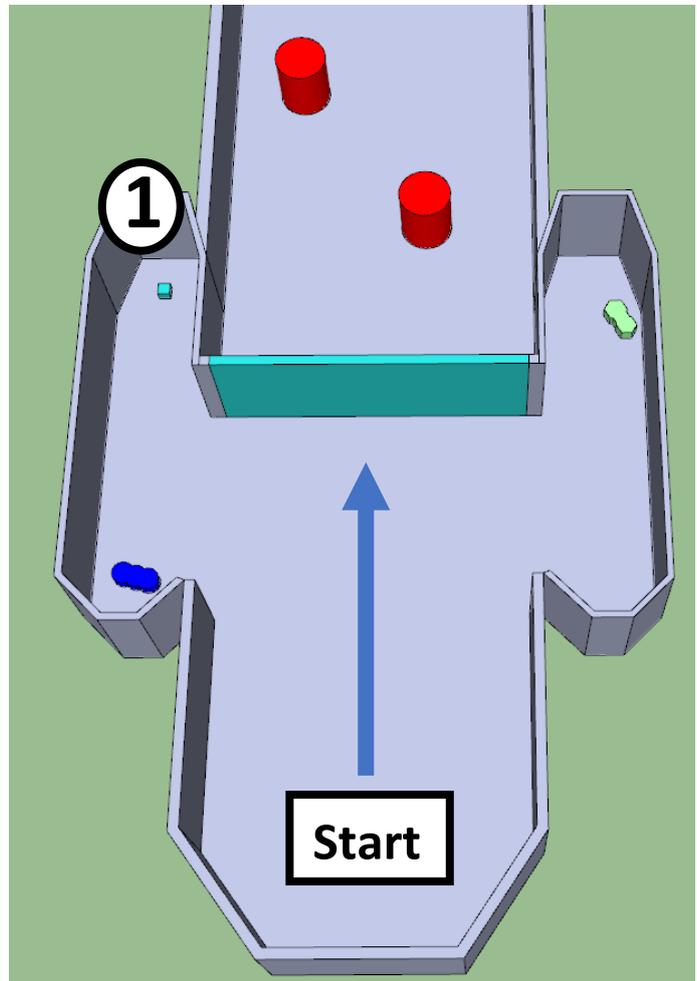
As this level is set in the middle of game it focusses more on gameplay but there are multiple small cutscenes scattered across the level, such as when the player finds a key for a locked door it will be attached to a dead body and a short animation of the Doom Slayer ripping the key from the corpse will play.

The story elements of this level are portrayed through the environment, such as human corpses strapped to lab tables and computers holding accessible files detailing the Argent Energy experiments Pierce conducted on people.

Level Walkthrough -

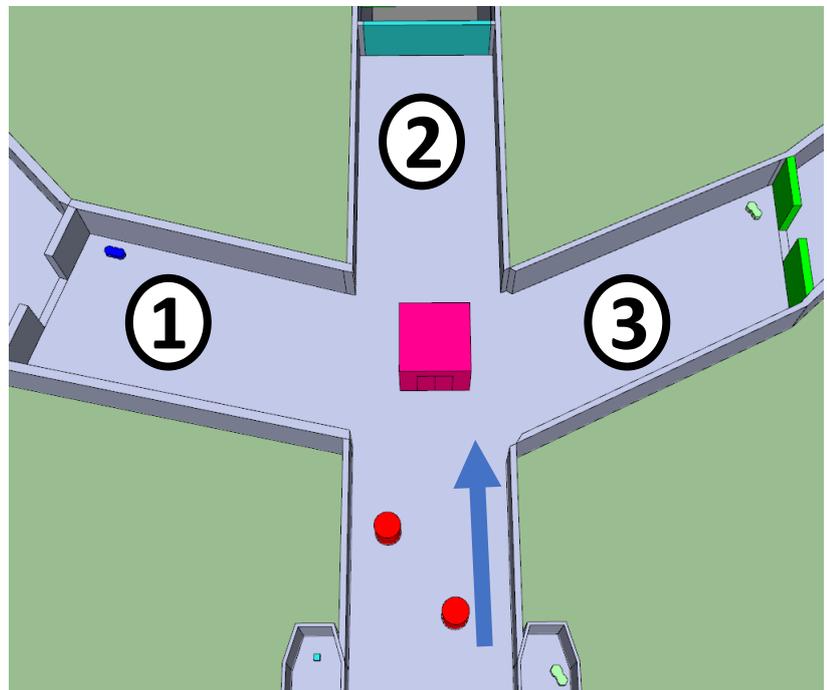
The level begins in a room with a few supplies as Hayden explains the objective of the level: to access one of the facility's Argent Energy cores via an elevator which requires three keys to activate.

The door will open when the key card (1) has been picked up and used to unlock it.



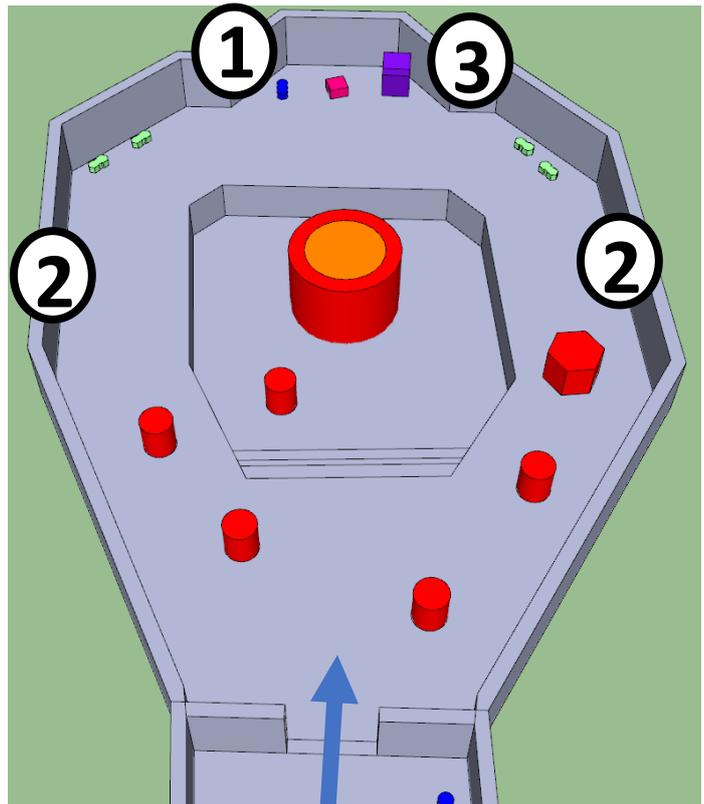
Once the door is open the player is met with a couple of demons before reaching the elevator which acts as a hub for the entire level. The three branching paths each lead to a different elevator key however path 2 leads to a locked door which requires a key to open.

Paths 1 and 3 can be completed interchangeably, in keeping with DOOM'S semi-free roam level designs.

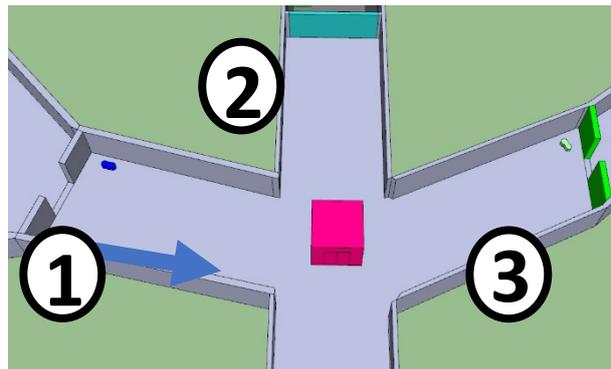


By following path 1 the player will enter a large room with a demon spawner (also referred to as a Gore Nest) located in the middle. The player must destroy the spawner and kill the demons to make their way to the far end of the room, where one of the elevator keys is located (1).

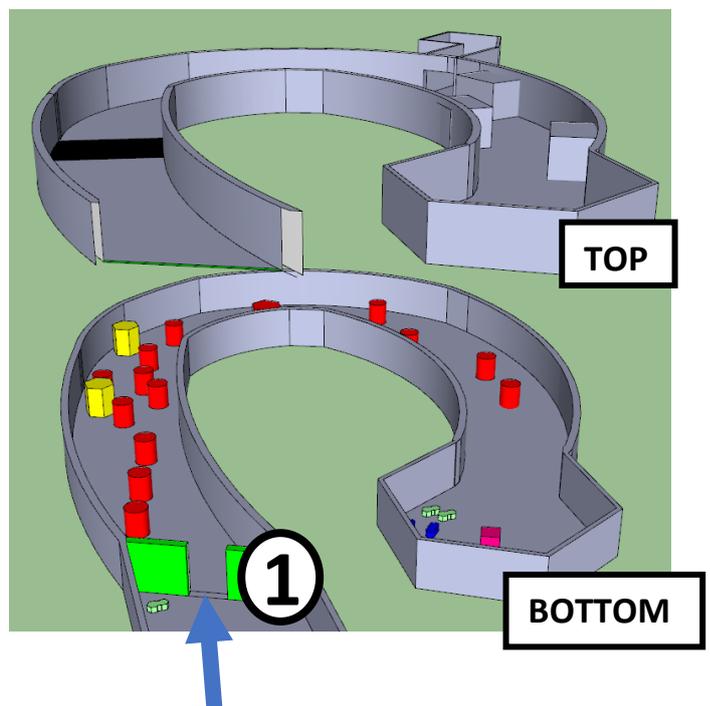
The environment for this room would feature multiple human experiments visible through windows (2). There's an accessible computer located at the far side of the room (3) which contains files on the gruesome experiments Pierce conducted should the player choose to access them.



Once the player has collected the key they must backtrack to the elevator where they can choose to use one of the keys they have collected or wait until they have all three. Backtracking is often seen in DOOM levels, usually kept fresh by the atmosphere of the level or the addition of new enemies.



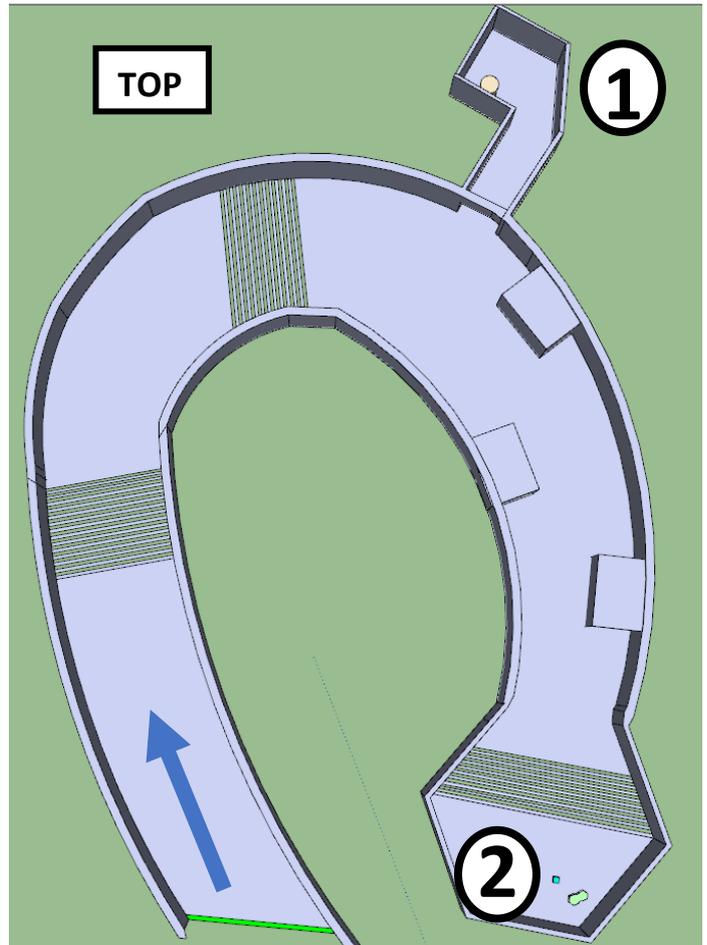
Approaching path 3, the player is faced with a choice. The green section (1) has a grab-able ledge which leads to a second floor. Both paths are necessary to complete the level but they don't have to be completed in a specific order.



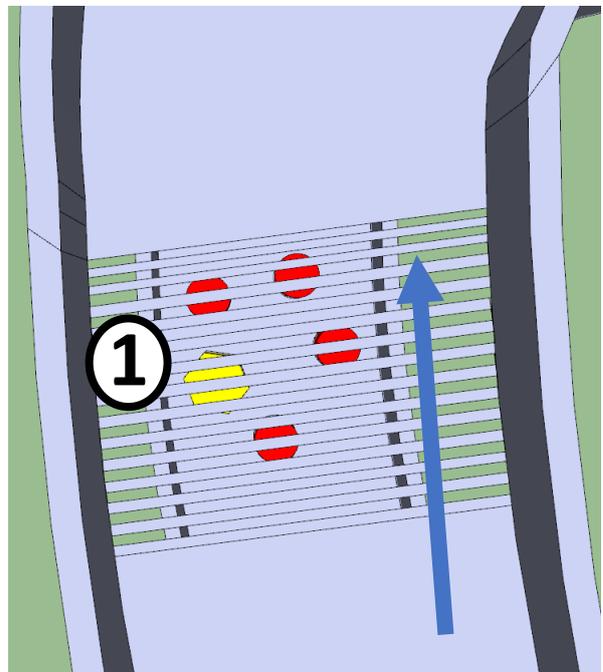
If the player chooses to go the top path first, they are greeted by an empty ventilation shaft. Only the mechanical sounds of the facility as well as the screams of demons below can be heard as the player travels down the shaft.

A collectable Doom Guy figure can be found via a shaft that must be crouched through to access (1). Collectables can always be found in DOOM levels to encourage exploration and reward the player for thinking outside the box.

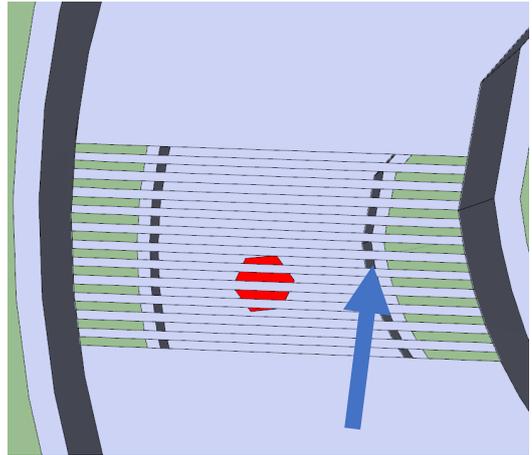
At the end of the shaft the key for the locked door of path 2 can be found (2).



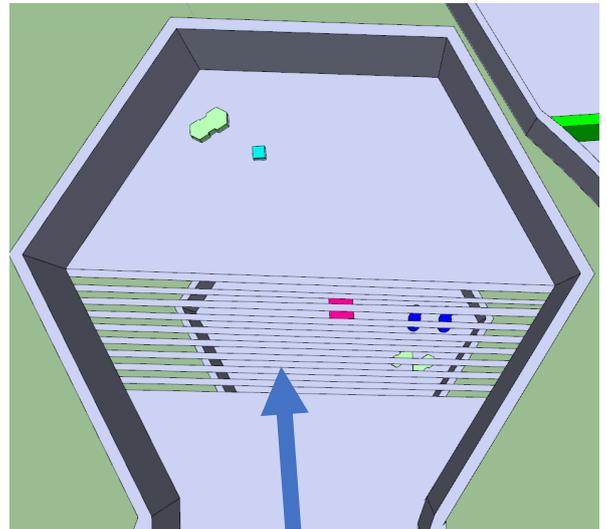
The floor on this top path features grates which offer a view of the level below, this shows the player the large number of enemies they'll have to deal with as well as the location of explosive barrels (1) to allow for an advantage going into the bottom level.



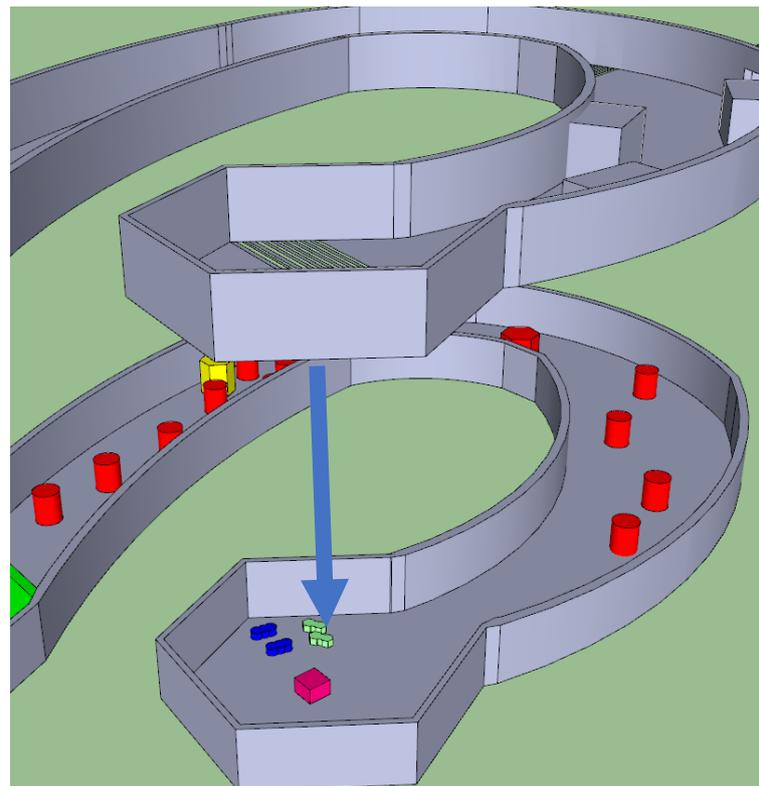
The second grate shows a miniboss demon the player can expect to encounter on the bottom floor.



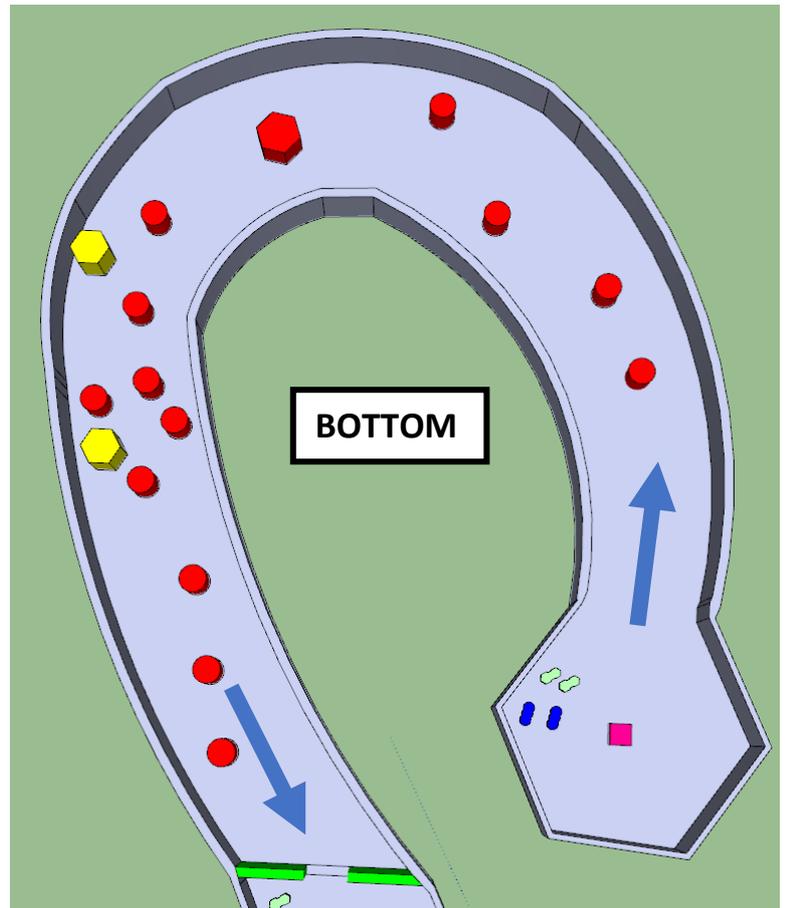
The third grate shows the elevator key located on the bottom floor.



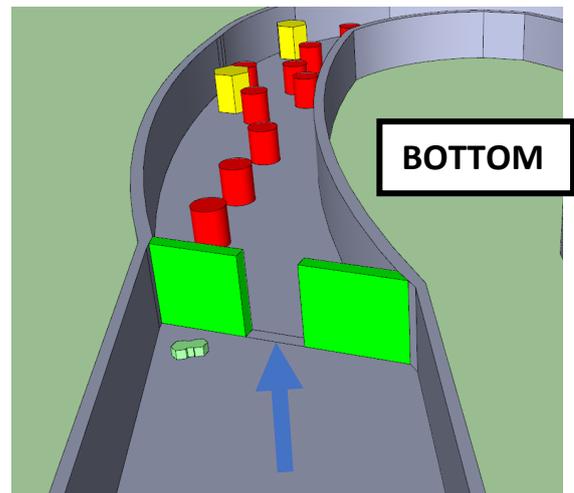
Once the player is positioned over the grate, it will give out, plummeting the player to the floor below.



The player will now be able to collect the key, however, they must fight off the many enemies on the floor.

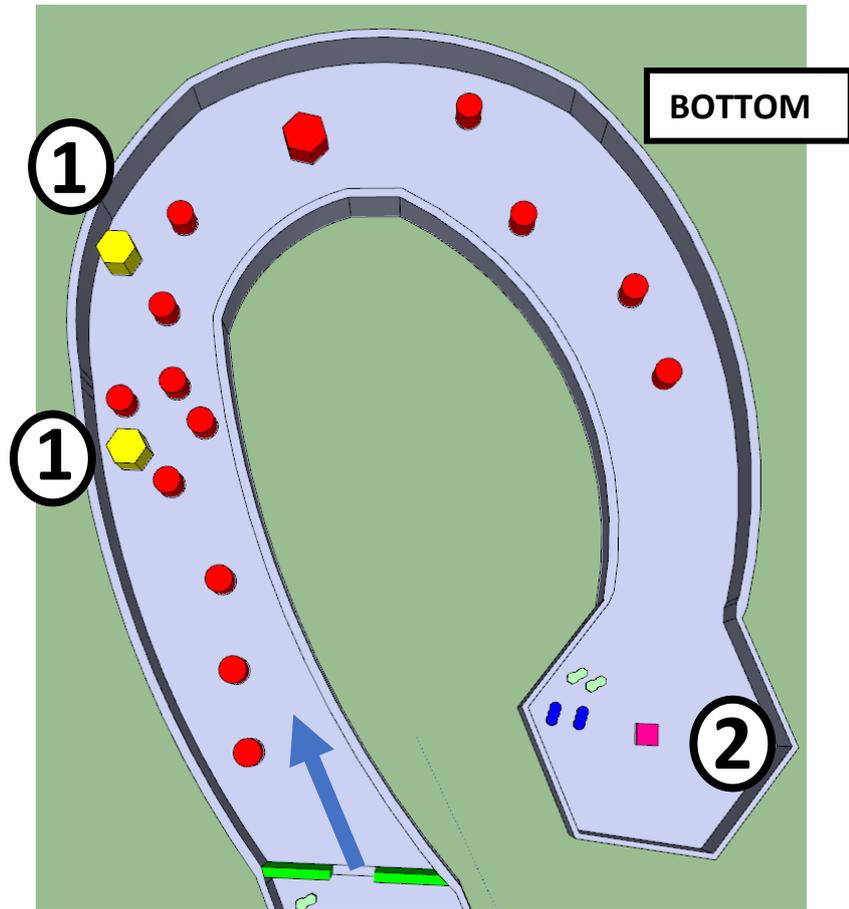


Since the player has the choice to go either the top or bottom route, if the player decides to go the bottom floor route first then they're at a slight disadvantage since they haven't had a sneak peak at what's to come but they won't be thrust directly into a large horde of enemies like the top path does.

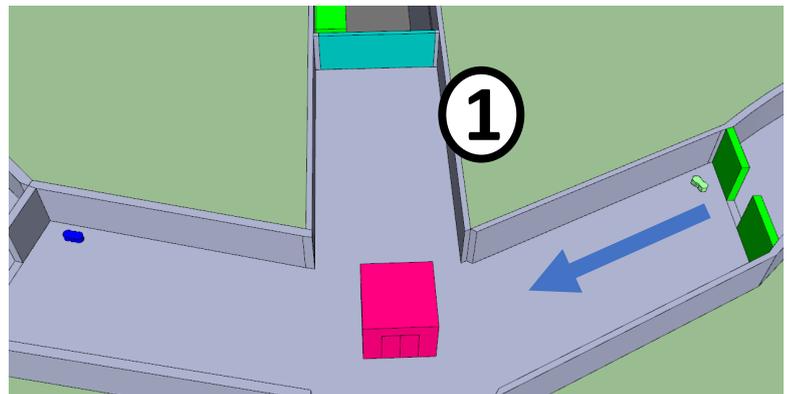


The bottom floor of path 3 has the player face a large number of enemies in a confined space, however if they use the explosive barrels (1) correctly they can easily take them out since there's no demon spawner to create more.

At the end of the corridor the player can find an elevator key (2) as well as some health and armour to recuperate.

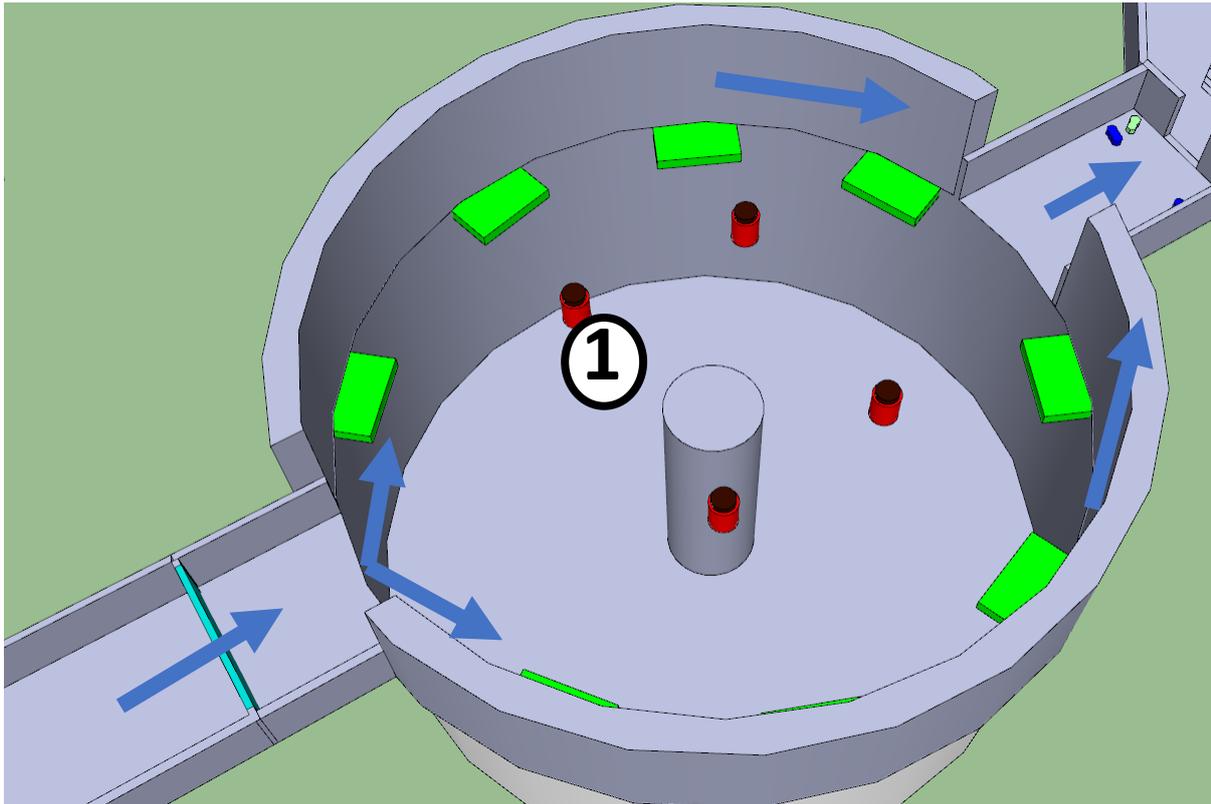


Once the key has been obtained the player can return to the elevator, however, they still need one more key to progress. The locked door (1) can now be opened with the key obtained from the top floor of path 3.



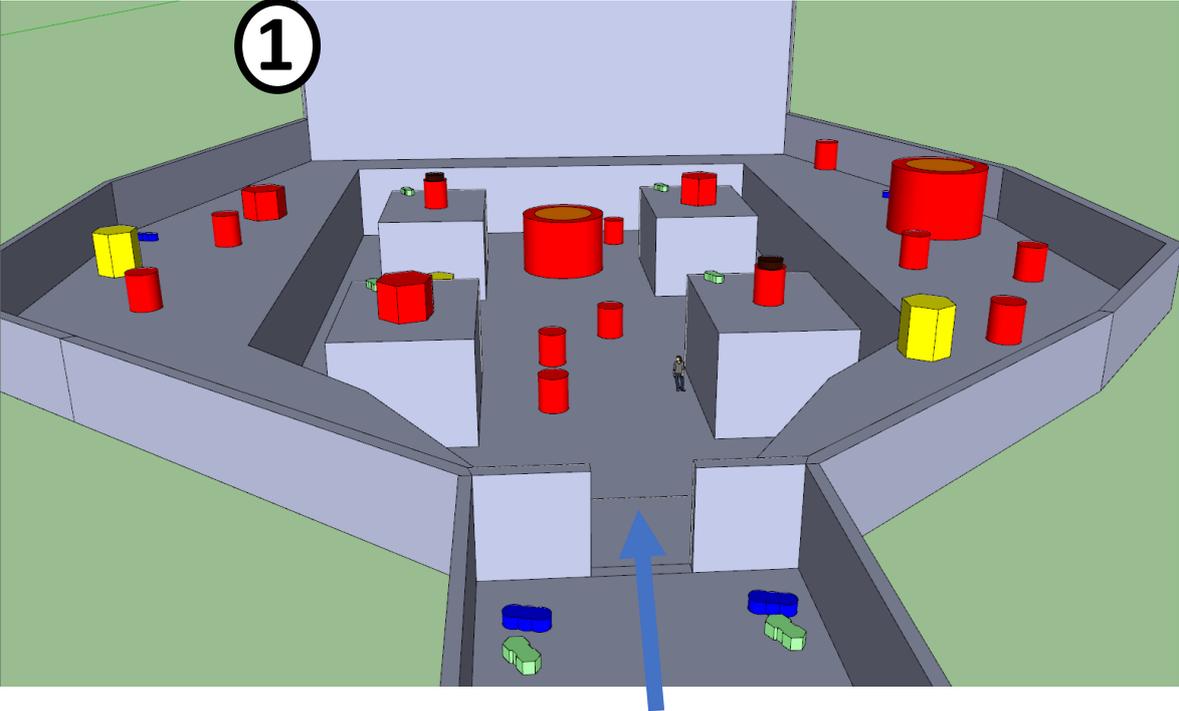
Path 3 sees the player jump across multiple platforms (shown in green), these platforms have grab-able ledges but missing them will result in a deadly fall.

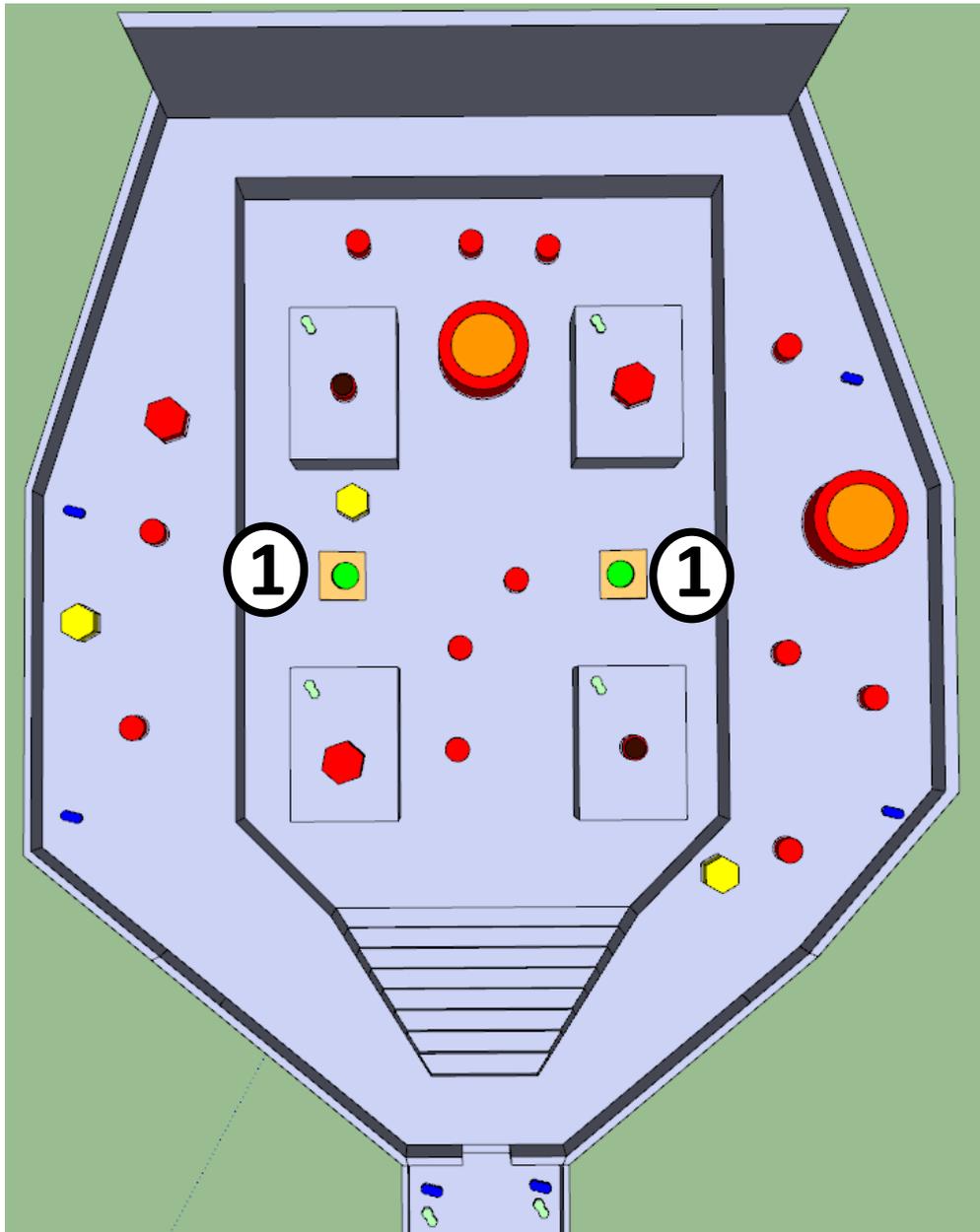
Flying enemies (1) will add extra difficulty as the player must now fend them off as well as performing long jumps.



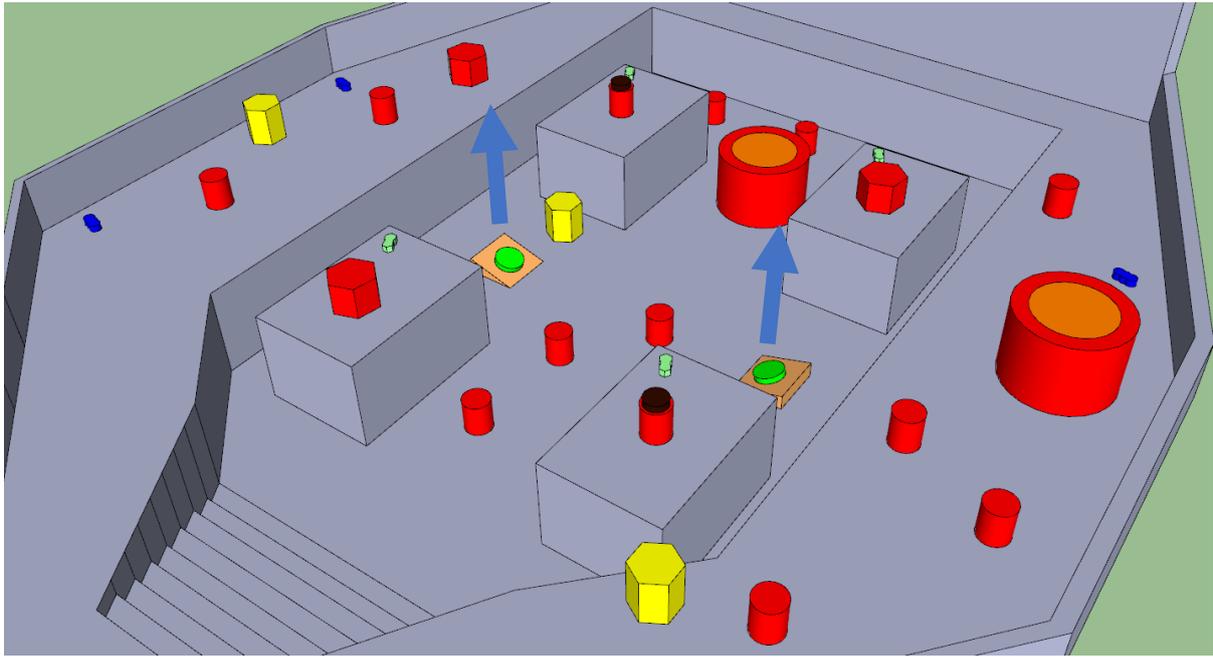
Once the player has advanced passed the platforming section, they'll arrive at a huge room packed with enemies, in true DOOM fashion, this is the finale to the level.

This large room houses a massive window (1) which gives the player a view to the Argent Energy cores which the elevator leads to, this is the backdrop to the whole section and gives a constant reminder to the player of how close they are to achieving their goal.

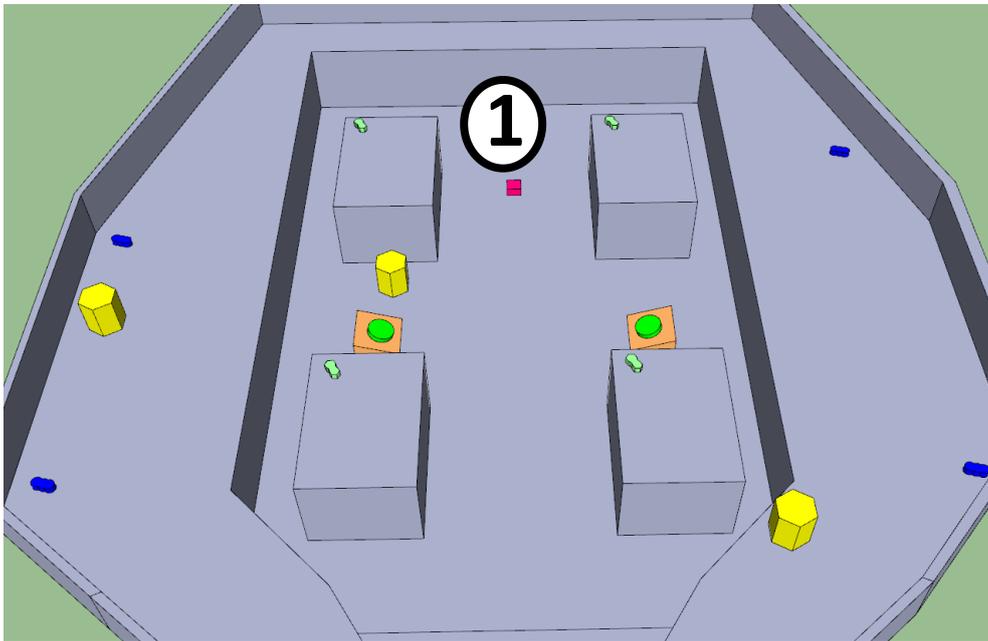




The player must combine movement and firepower to destroy the two demon spawners and defeat the multitude of enemies that litter the era. Jump pads (1), health packs, armour and explosive barrels can be found strategically placed around the area to provide the player with an advantage should they use them correctly.

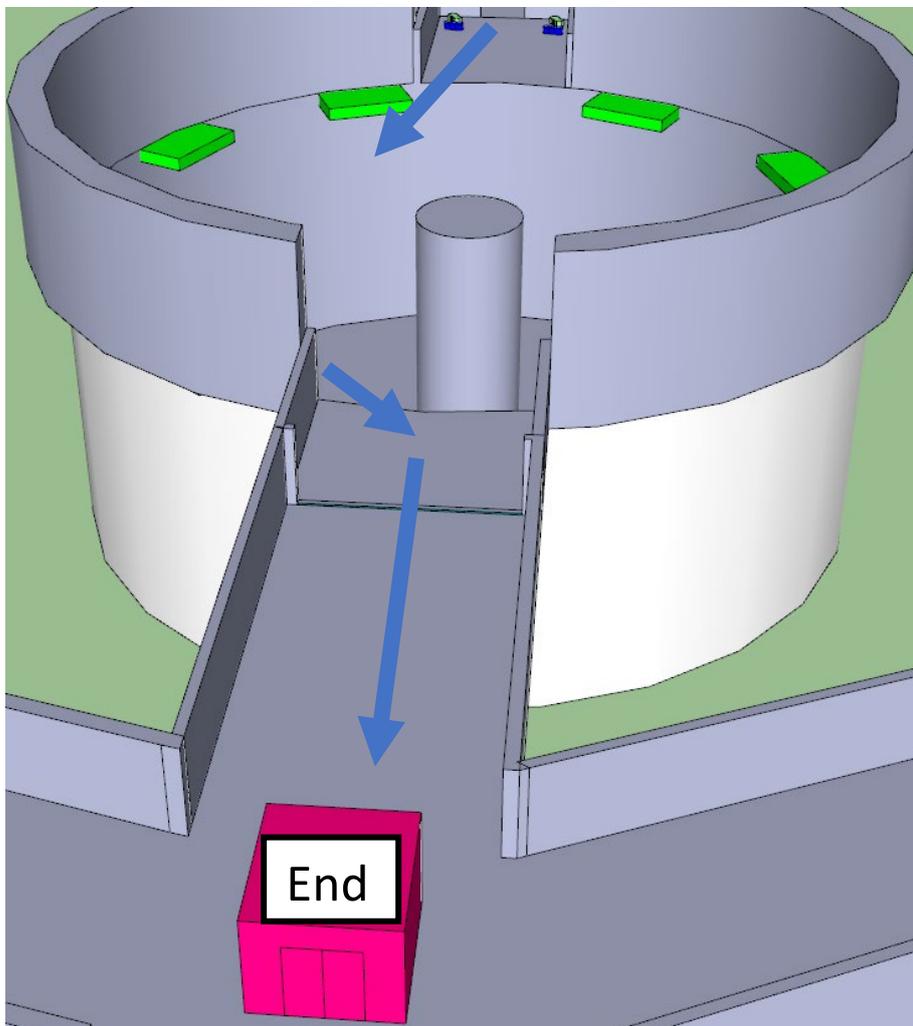


The jump pads are placed to allow for quick access to the higher sections of the area.

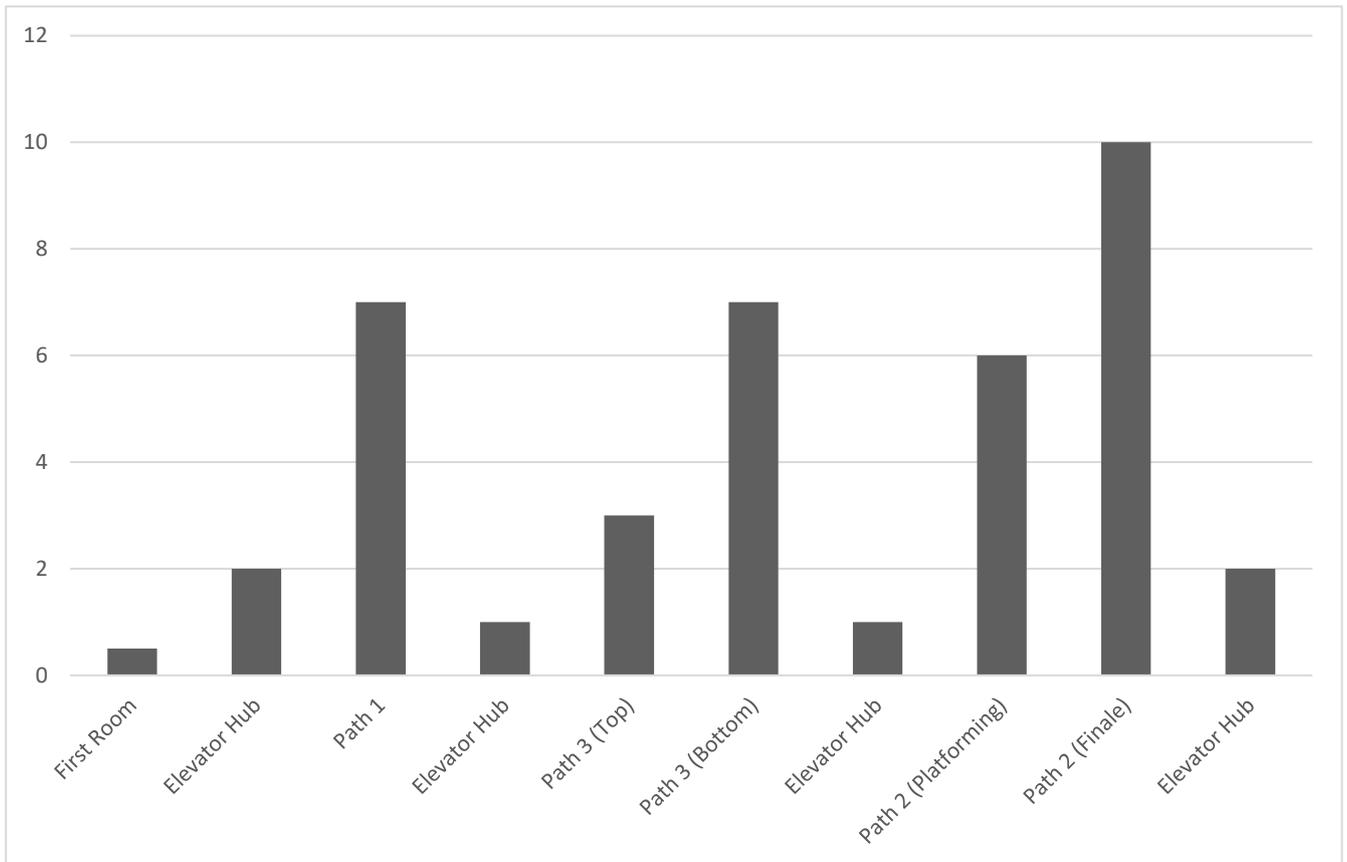


Once both demon spawners have been destroyed, the final elevator key (1) is revealed.

Once the final key has been obtained it's a simple case of backtracking to the elevator, using the three keys and entering it, moving on to the next level and completing the current level.



Level Pacing Chart -



The pacing in this level is indicative of the DOOM series' constant action with short breaks in-between. The chart shows how much action the player experiences, such as killing enemies or performing jumps. Each action section is broken up by a brief period of rest before the action begins again.