



DOOMination - Asymetrical Multiplayer AR Mobile Game

DOOMination Game is the first-ever asymmetrical AR multiplayer game for 5G Networks.



In the DOOMination game, the player takes on the role of one of the three legendary giant beings competing for control of the arena of mythological struggle. OR... he became one of the twelve mythological creatures that support or attack their lords.



In giant mode, the player:

- builds fortifications and turrets,
- gathers resources,
- and sends mythological creatures to battle.
- Everything in an augmented reality

In monster mode, the player:

- Run through the map searching for magic missiles
- Shoot at other monsters
- Avoid monsters, turrets, traps, and missiles from enemy giants
- Try to get to the opponent giant and shoot it with magic missile



Giant mode

The player takes on the role of one of three legendary giant lords in the virtual arena (the number of deities depends on the board).

Less space required

The player looks at the arena from the perspective of the giant towering over it. He uses augmented reality to navigate and move. However, he does not need a lot of space due to the ratio of its size to the dimensions of the arena.

Giant can:

- Send creatures to attack enemy giants
- Take control of sent creatures
- Collect resources on the map
- Build towers, walls, and other obstacles that defend him against the attacks of waves of creatures sent by other giants.
- Pick up magic bullets and throw them at creatures sent by the enemy (but not at the other giants)



Future giants design

Big samurai-like figures on the screen are just placeholders. On this slide you can see conceptarts of real deities that will come to the game:





Monster mode

A giant cannot directly attack another giant. However, he can possess one of the magical creatures he has created and look for magic bullets in his skin and attack the opposing giant. After the death of the creature, the player is transferred back to the body of giant and can possess another creature.

Joystick or AR controlled

In monster mode, the player can use the virtual joystick to control if there is not much space.

However, if he is outside or just has a lot of space, he can also use AR to control monsters.

One of the monsters used in game



Asymmetrical gameplay

The game offers several game modes. In the basic game mode, one player plays with another player or computer. When the player incarnates in a giant, artificial intelligence directs creatures. When he play as one of the creatures, artificial intelligence also takes over the other monsters and the giant.



Multiplayer 2.0

The most interesting part starts when several living players play on one side. One of them can control giant, and the other can control creatures. Thanks to this, the cooperation and coordination of players playing different roles decide about the win against the opposite team.

