

DOOM

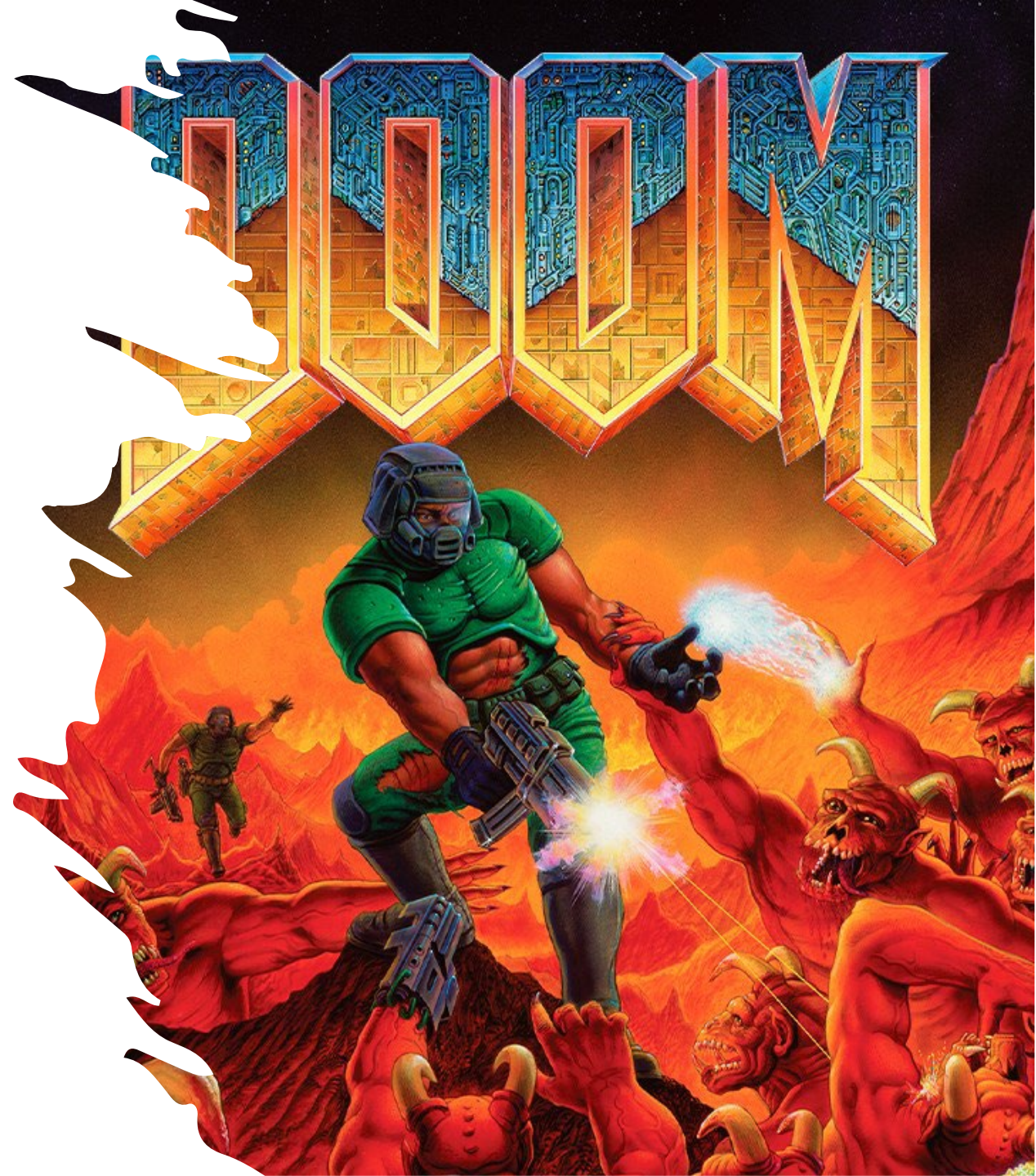


Doom(1993)

By Mykhailo Sharha

About Game

- "Doom," released in 1993, is a landmark first-person shooter (FPS) developed by id Software. It's one of the most influential and iconic games in the history of the genre, playing a crucial role in popularizing the FPS format and shaping the gaming industry.



Development

- Doom was created by a team of developers at id Software, led by John Carmack and John Romero. The game's development was notable for its technological innovations, including the use of the id Tech 1 engine, which provided a fast and smooth 3D environment.



Gameplay

- Doom is known for its fast-paced, visceral gameplay. Players navigate through a series of intricate and maze-like levels, facing hordes of demonic creatures from Hell.
- The arsenal of weapons available to players, including the iconic shotgun and BFG 9000 (Big Freakin' Gun), became a hallmark of the series.



Multiplayer

- Doom was one of the first games to popularize multiplayer gaming. While the initial release primarily focused on single-player, the game's success led to the development of cooperative and competitive multiplayer modes in later versions.



Modding

- Doom is renowned for its active modding community. The game's source code was eventually released by id Software, leading to the creation of numerous custom levels, modifications, and total conversions by fans. This contributed to the game's enduring popularity.



Ray tracing mod

Cultural Impact

- Doom was a cultural phenomenon, influencing not only the gaming industry but also popular culture.



Witcher 3 Doom style fan poster

Technical Achievements

- Doom was a technical marvel for its time, featuring advanced graphics and a smooth frame rate on a variety of computer systems. The use of adaptive tile refresh and other optimization techniques allowed the game to run efficiently on a range of hardware

