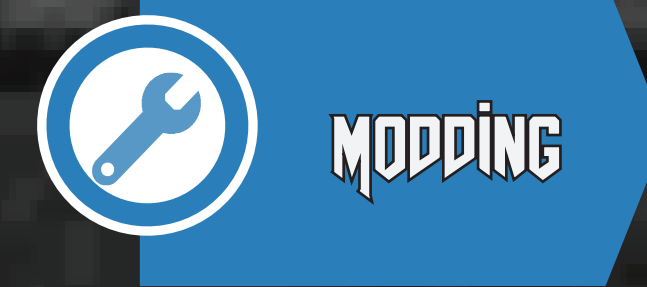


YASH
REGU

DOOM

THE FATHER OF INTERNET GAMING



MODDING



MULTIPLAYER



DISTRIBUTION

Statement of Purpose: It is obvious that Doom was a huge success but what made it so unique from the other games at the time and how did it affect the videogame community?

MODDING

Wolfenstein 3D had modding - it would destroy the original code though.

The developers of Doom loved the idea that you can change the final boss into Barney and so they went the extra step to support modding

They created WADs (Where's All the Data?) and so the game would load these files before the original game data This would allow players to add/change things without deleting the original content

DeHackEd was the most famous program - it allowed players to change virtually everything about the game from gun fire rate to adding new weapons and monsters

Carmack gave hints at his graphical engines so players can change those and even gave them the proper tools to change the game

In a sense - Doom became socialist

MULTIPLAYER

"But there had been nothing like a multiplayer Doom – first-person, fast-action, immersive, and bloody.."

Doom practically invented Deathmatch from scratch. Deathmatch against live opponents gave an adrenaline rush unlike anything else at the time.

Four players playing in the same map over a network was state of the art at the time!

Doom's influence on multiplayer is still felt in games today Doom multiplayer had its downsides though: slow down the networks immensely

Carnegie Mellon even had to ban Doom multiplayer due to the traffic it caused

Apparently the game would broadcast packets to all computers on the network - including those not playing Doom

DISTRIBUTION

id Software did not have a huge budget to advertise - this led to some creative ideas

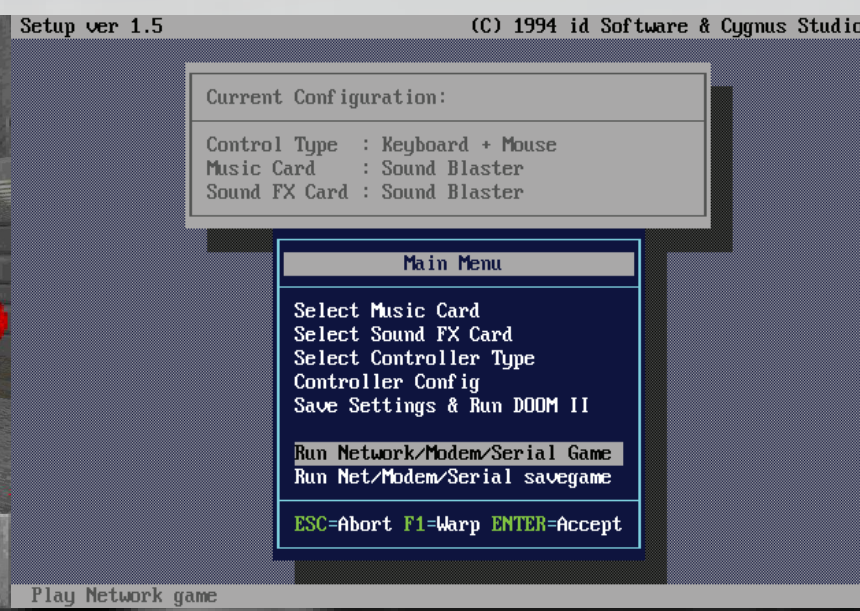
id Software gave the first episode of Doom for free to retailers who would then sell and advertise the game themselves for 100% of the profit.

Also they used shareware which allowed them to deliver it to players for free (think of mobile apps today).

The world craved the full game of Doom and in 1995, the game was finally ready.

The minute Doom was released, ten thousand gamers went to download the game and caused University of Wisconsin's network to buckle!

Doom emerged from the underground scene and became one of the most influential and played games out there.



CONCLUSION

"Doom wasn't just a game, it was a culture." This game completely changed the internet gaming community - everyone was either looking for people to play with/against or creating mods for Doom. A lot of Doom's success came from their clever developers who had little money to use but huge ideas. This is the first time a company like id Software completely relied on shareware to get their games out to the public - completely surpassing the middle man. In the end, Doom changed the future of videogames so that artists, designers, hardcore players, and best of all friends could come together.

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