

DOOM TRIBUTE PROJECT

As we know, DOOM is over two decades old. For these past twenty years, DOOM has still been a legendary and fun game. It is amazing that after all these years, people worldwide still enjoy the same game and keep praising it for its unique and simplistic gameplay. What made this game so significant was its ability to be modified. Because of this, it has given this game longevity as well as given many other people inspiration. I for one have been inspired by this game and I am currently pursuing game design as a career. DOOM has been the game that not only has innovated the game industry, but it has also given aspiring game designers a chance to pursue their passion by practicing game design with the DOOM engine.

As a tribute to this wonderful game, I've built a seven episode wad (total of 34 levels) to give praise to the ingenious work by id Software. Most of the levels are recreations and/or re-interpretations of the original DOOM maps. Some levels included are original and not part of the original DOOM; these other levels were added to help re-tell the DOOM story. Cut scenes, too, have been added to bring more of an immersive story line into the DOOM plot.

So without further or do, please enjoy playing the DOOM Tribute Project wad.