HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

USER MANUAL

DEVELOPING A DOOM CLONE

CS/404

ANDREAS THEODOSIADES

JUNE 2008

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INTRODUCTION

Doom, the story.

Doom has a science fiction/horror theme, and a simple plot. The player takes the role of a nameless space marine (referred to as "Doomguy" or "The Doomguy" by many fans), "one of Earth's toughest, hardened in combat and trained for action", who has been deported to Mars for assaulting a senior officer when ordered to kill unarmed civilians. He is forced to work for the Union Aerospace Corporation (UAC), a military-industrial conglomerate that is performing secret experiments with teleportation between the moons of Mars, Phobos and Deimos. The Marine may have been forced into a security or unimportant staff - stating "with no action for fifty million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room." Suddenly, something goes wrong and creatures from Hell come out of the teleportation gates, or "Gateways". A defensive response from base security fails to halt the invasion, and the bases quickly get overrun by demons; all personnel are killed or turned into zombies. At the same time, Deimos vanishes entirely. A UAC team from Mars is sent to Phobos to investigate the incident, but soon radio contact ceases and only one human is left alive — the player, whose task is to make it out as such.

In order to complete the game, the player must fight through three episodes containing nine levels each (see Episodes and levels of Doom). Knee-Deep in the Dead, the first episode and the only one in the shareware version, is set in the high-tech military bases on Phobos. It ends with the player fighting the Barons of Hell and afterwards entering the teleporter leading to Deimos, ending with the player getting overwhelmed by monsters and seemingly killed. In the second episode, Shores of Hell, the player journeys through the Deimos installation, whose areas are interwoven with beastly architecture, warped and distorted by the demonic invasion. After encountering the Cyberdemon, he discovers the truth about the vanished moon: it

is floating above Hell. The player climbs down to the surface, and the final episode, Inferno, begins. After the final boss, the Spider Mastermind, is destroyed, a hidden doorway opens for the hero who has "proven too tough for Hell to contain", leading back home to Earth. The expansion pack Ultimate Doom adds a fourth episode, Thy Flesh Consumed, chronicling the marine's return to Earth.

The screens used in this manual are from the version of the game called free doom, and they may defer at some points with the screens from this game. As this manual only provides basic knowledge though this difference is insignificant

SYSTEM REQUIREMENTS

CPU: 486 processor operating at a minimum of 66MHz or any Pentium /Athlon processors
OS: Windows 95/98/ME/ 2000 operating system
RAM: 8 MB RAM
Hard Disk: 40 MB of uncompressed hard disk space
100MB of free hard drive space for the Windows swap file (in addition to install space)

Graphics, sound, input:

* A 100% Windows 95/98/ME/2000-compatible computer system (including compatible 32-bit drivers for video card, sound card and input devices)
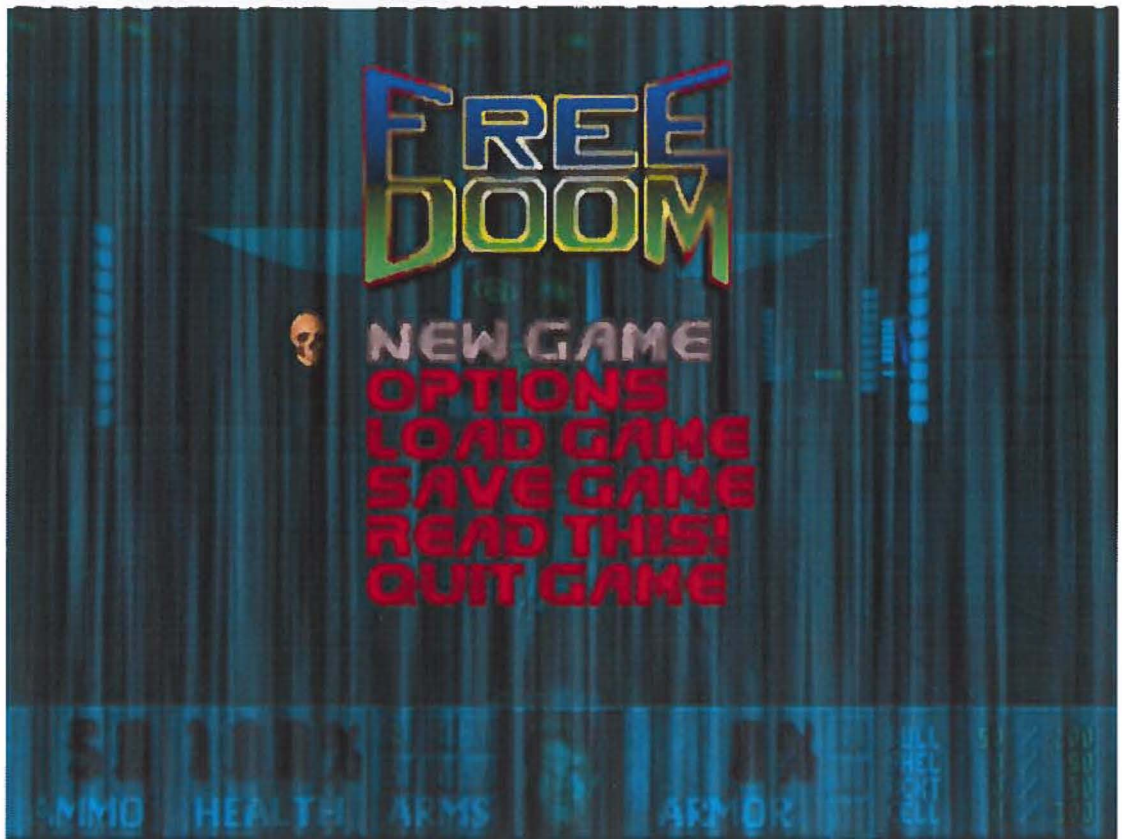* A 100% Windows 95/98/ME/2000-compatible true 16-bit sound card and drivers
* 100% Windows 95/98/ME/2000-compatible mouse and driver
* 100% Windows 95/98/ME/2000-compatible keyboard

Please take into consideration that these are the MINIMUM System Requirements

MAIN MENU

Every time you run the game you will be met with this screen. This screen has all the basic options that any user need to run and customize the game by his likings.