

**HIGHER TECHNICAL INSTITUTE
COURSE IN COMPUTER STUDIES**

DIPLOMA PROJECT

DEVELOPING A DOOM CLONE

CS /404

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JUNE 2008

HIGHER TECHNICAL INSTITUTE	PROJECT NO 3749
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DEVELOPING A DOOM CLONE

BY

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Diploma project submitted to the
HIGHER TECHNICAL INSTITUTE
NICOSIA, CYPRUS
in partial fulfillment of the
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SUMMARY

The original proposal issued by the computer studies department of the higher technical institute, in partial fulfillment of the requirements of the award of the Diploma in Computer Studies, deals with the development of a first person shooter that has to be, if not identical, very similar to the classic game of Id Software DOOM, one of the most successful games of all time.

The main purpose of this project is to make a game as mentioned earlier similar to DOOM, but an as important purpose is to provide the user with a fun and enjoyable experience and remind him of the good old DOOM days.

INTRODUCTION

A few words about the original Doom:

Doom is a 1993 computer game by id Software that is a landmark title in the first-person shooter genre, and in first person gaming in general. It is widely recognized for pioneering immersive 3D graphics, networked multiplayer gaming on the PC platform, and support for custom expansions (WADs). Distributed as shareware, Doom was downloaded by an estimated 10 million people within two years, popularizing the mode of gameplay and spawning a gaming subculture; as a sign of its effect on the industry, games from the mid-1990s boom of first-person shooters are often known simply as "Doom clones". Its graphic and interactive violence has also made Doom the subject of much controversy reaching outside the gaming world. According to GameSpy, Doom was voted by industry insiders to be the greatest game of all time in 2004.

In this project I will make a doom clone with a method similar to the custom expansion method, that is using a WAD file.