**Play! Critical Response 3**

DOOM & Sonic the Hedgehog 2

*My Play! Experience*

**DOOM**

“DOOM” is the classic game anyone born before the late 90’s will tell you is either the most iconic or original first person shooter. While those are both pretty subjective statements, I tend to agree. A game such as “DOOM” that can define an entire genre is definitely worth such titles. It is even more praise worthy when observing the environment it was born in. It found success even though the world was beginning to be dominated by the new console market started by the “NES.” The gameplay of “DOOM” was unique. Having a first person view with multiple weapons. Being able to interact with objects in the world. There was a great sense of feeling like you were the player character, who seems to be only known as “DOOM guy.” This kind of interaction in a game was fairly new and still holds up to this day. Even playing the game today I felt immersed in the gameplay. While the graphics are nothing special, the artistic style of them makes the game still feel unique. I never felt like I was playing an old game with terrible controls. Everything felt natural. There was no vertical aiming, only horizontal. This made the games controls feel easier given the limitation of no mouse controls at the time. The level design was also exciting as secrets were placed through the game in every level. There was always something to look forward to with exciting combat moments and a 3D world to explore.

**Sonic the Hedgehog 2**

I never had the opportunity to own a “SEGA Genesis” or a “SNES” after my many “NES” consoles, so I had to take the opportunity to play this title again. I had a friend who owned the console, however, and we would play these games multiple times. I greatly enjoyed “Sonic the Hedgehog 2” (Sonic 2) for the fast paced gameplay and diverse levels. I remember as a child this game would really immerse me into its world through the fun characters and art design. It made it all the more better watching cheesy TV shows like *Sonic Underground* to supplement the whole universe they created. The game itself, while not as worldly popular like “Super Mario Bros 2,” still stands the test of time as a fun game to play. It feels extremely accessible with simplistic gameplay yet it actually has a lot to offer. In this game, they introduce an extra character over the original. Tails plays similar to Sonic with the additional ability to fly. This simple ability made him so much more exciting to play as it unlocked the possibility to find many new secrets throughout the game. While there was no obvious story outside of defeating Dr. Eggman and saving the wildlife, there was always a compelling desire to play the next level and keep experiencing what more there was to be had.

1. *What kind of gameplay experiences do so-called classic games provide to modern players?*

Both “Sonic the Hedgehog 2” and “DOOM” provide unique gameplay experiences that represent the current era of gaming. For Sonic, it is a representation of the console style games, which were typically a side scrolling adventure with man unique characters. For “DOOM” it was the PC first person shooter, giving lead to