The original *Doom* game, released by id Software in 1993, is one of the most influential titles in video game history. It was a pioneering first-person shooter (FPS) that popularized the genre and introduced many elements that are now standard in FPS games. Here’s an overview of the original *Doom*:

**Gameplay**

* **Perspective:** First-person view.
* **Objective:** Players control a space marine, often referred to as "Doomguy," who must fight through hordes of demons and undead while navigating maze-like levels. The primary goal is to survive and reach the exit of each level.
* **Weapons:** The game features a variety of weapons, including the pistol, shotgun, chaingun, rocket launcher, plasma gun, and the iconic BFG 9000.
* **Enemies**: The game introduced a range of enemies, from basic zombie soldiers to the fearsome Cyberdemon and Spider Mastermind.
* **Levels**: The game is divided into three episodes, each consisting of multiple levels (also known as maps). The levels are filled with hidden areas, traps, and puzzles.

**Story**

The story of *Doom* is simple but effective:

* **Setting**: The game is set in the future on the moons of Mars, Phobos, and Deimos, where a space marine is stationed. After a teleportation experiment goes wrong, portals to Hell open, unleashing demons and other hellish creatures.
* **Plot**: The player's character must fight through the demons to stop the invasion, ultimately facing off against the forces of Hell itself.

**Technical Innovations**

The story of *Doom* is simple but effective:

* **Graphics**: Although not true 3D, *Doom* used a pseudo-3D engine that allowed for immersive environments. It used 2D sprites to represent enemies and objects but gave the illusion of depth.
* **Modding**: *Doom* was one of the first games to support modding. Players could create custom levels, known as WAD files, which became a huge part of the game's community and longevity.
* **Multiplayer**: *Doom* featured both cooperative and deathmatch multiplayer modes over a network, helping to popularize multiplayer gaming.

**Legacy**

* *Doom* was a massive commercial success and has been credited with defining the FPS genre. It influenced countless other games and established many conventions still used in shooters today.
* The game spawned sequels, spin-offs, and a dedicated fan community that remains active, with mods and custom levels still being created.
* The term "Doom clone" was used for many years to describe FPS games until other notable titles like *Quake* and *Half-Life* emerged.

*Doom* remains a beloved classic and is often cited as one of the greatest video games of all time.