Today I went and played a true classic, the original Doom. This is one of the earliest game I can remember playing. My dad showed me the Doom 95 port when I was maybe 5 years old. I remember being absolutely terrified of the monsters and demons. 20 years later, not so much. These days I play with the Brutal Doom mod. It adds weapons, gore, dismemberment, fatalities, and several other features.

The main plot of the first Doom was that you are on a Mars base where there are experiments with teleportation are occurring. Something goes wrong and demons begin invading and possessing the personnel. You take on a “last man standing” role and fight the demons to keep them from attacking Earth. You progress through the base by completing levels. The levels are mostly linear, except you must search around for keys, and you have the option of looking for secrets. You also have an onslaught of demons to fight, the intensity depends on the difficulty level the player chooses. I like to choose “Black Metal” because there are a lot of enemies, but they’re not so difficult that they kill you within seconds.

There are a lot of choices for the player to make in the game. You can try and take a stealth approach when playing, where you can sometimes find invisibility power-ups and sneak around the monsters. Or you go for the run and gun method where you try to get to the end and push past the hordes of enemies. Finally, you can also choose to get up close and personal with the demons and perform fatalities. You also have other choices as you traverse the levels.