Map name: Roger Caillois Four Types of Play

Map Goal: Create a Doom map that showcases the 4 types of play elaborated on by French philosopher and thinker Roger Caillois.

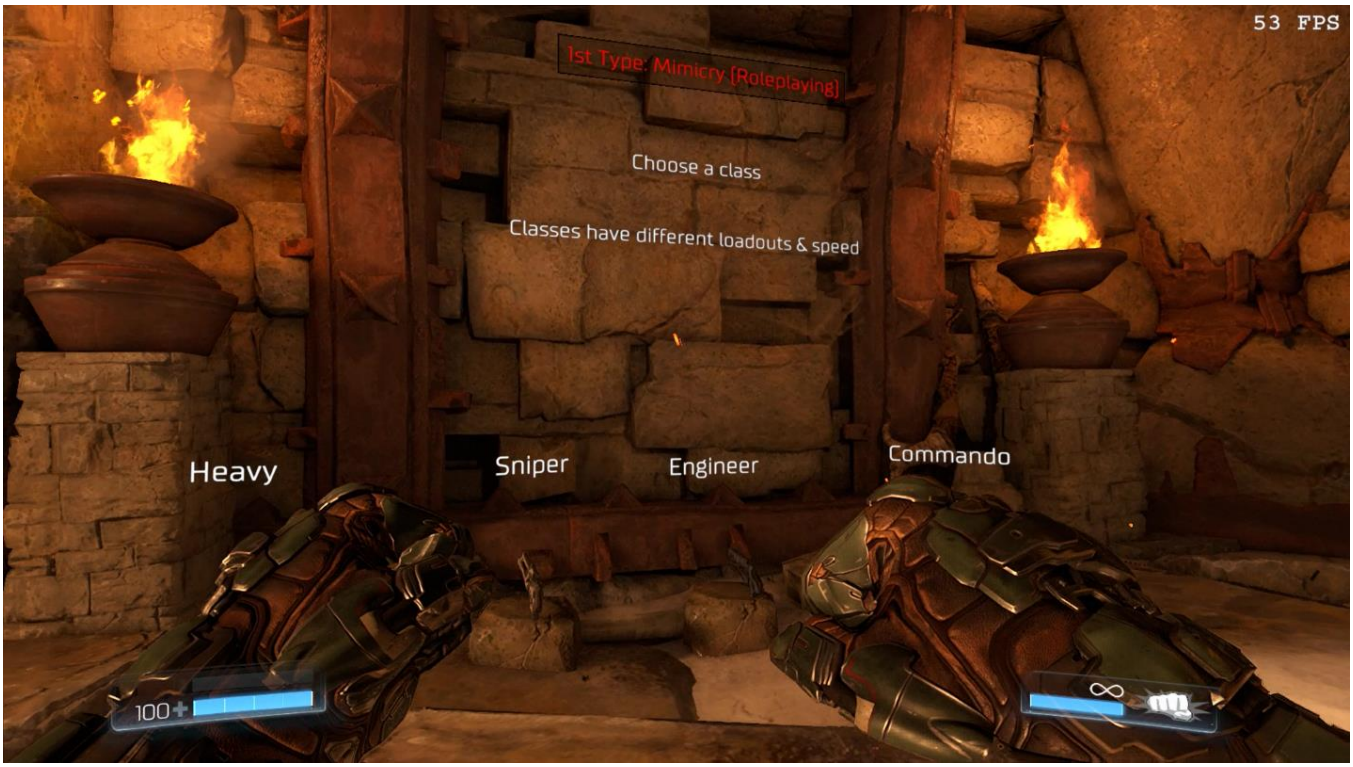
Premise:

There is no specific narrative for this map. Its main purpose is educational and the way it showcases the 4 types of play is very direct.

Walkthrough:

I will be walking through every room in the map discussing the space and events and how and why I implemented them. As a note, all props, big and small, were manually placed. The rooms themselves and their architecture were picked out of a collection of rooms available.

Room 1: Hell Entrance:



The entrance showcases the first type of play which is Mimicry (Roleplaying). The player can choose one of four classes:

- Heavy: Cannot double jump, has more health, carries heavy weapons, is slower.
- Sniper: Can double jump, has less health, carries high-damage long-range weapons, is faster.
- Engineer: Can double jump, has normal health, carries “exotic” weapons.
- Commando: Can double jump, has normal health, carries well-rounded weapons.

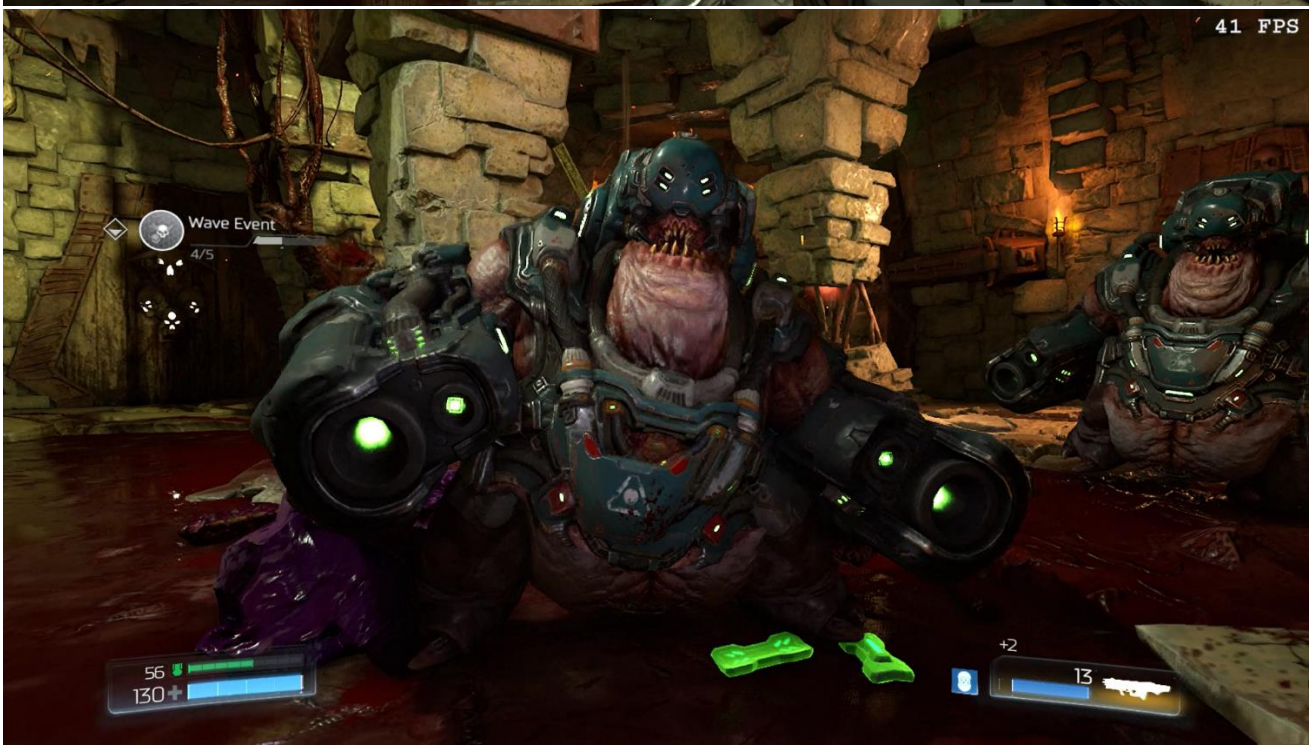
Once the player chooses a class, he is locked in to it, the classes disappear and the door unlocks.

Room 2: Hell Hallway:

This hallway showcases the second type of play which is Alea (Chance). The player presses a button and is rewarded with one of three buffs. The odds of each buff are equally distributed (1/3). The buffs are 50% more damage, 50% more speed and 100% more health. The combination of these buffs and the player class can be very interesting (A 100% more health on a heavy makes him very tough to kill or a 50% faster on a sniper makes him move very fast). The room also contains an armor pickup.

Room 3: Hell Arena:

This arena showcases the third type of play which is Agon (Challenge/Competition). The player faces five increasingly difficult waves of enemies. The room is filled with health, armor and ammo pickups as the waves can get pretty challenging. There is a mega health pickup that is slightly hidden to reward players who are very aware of their surroundings.



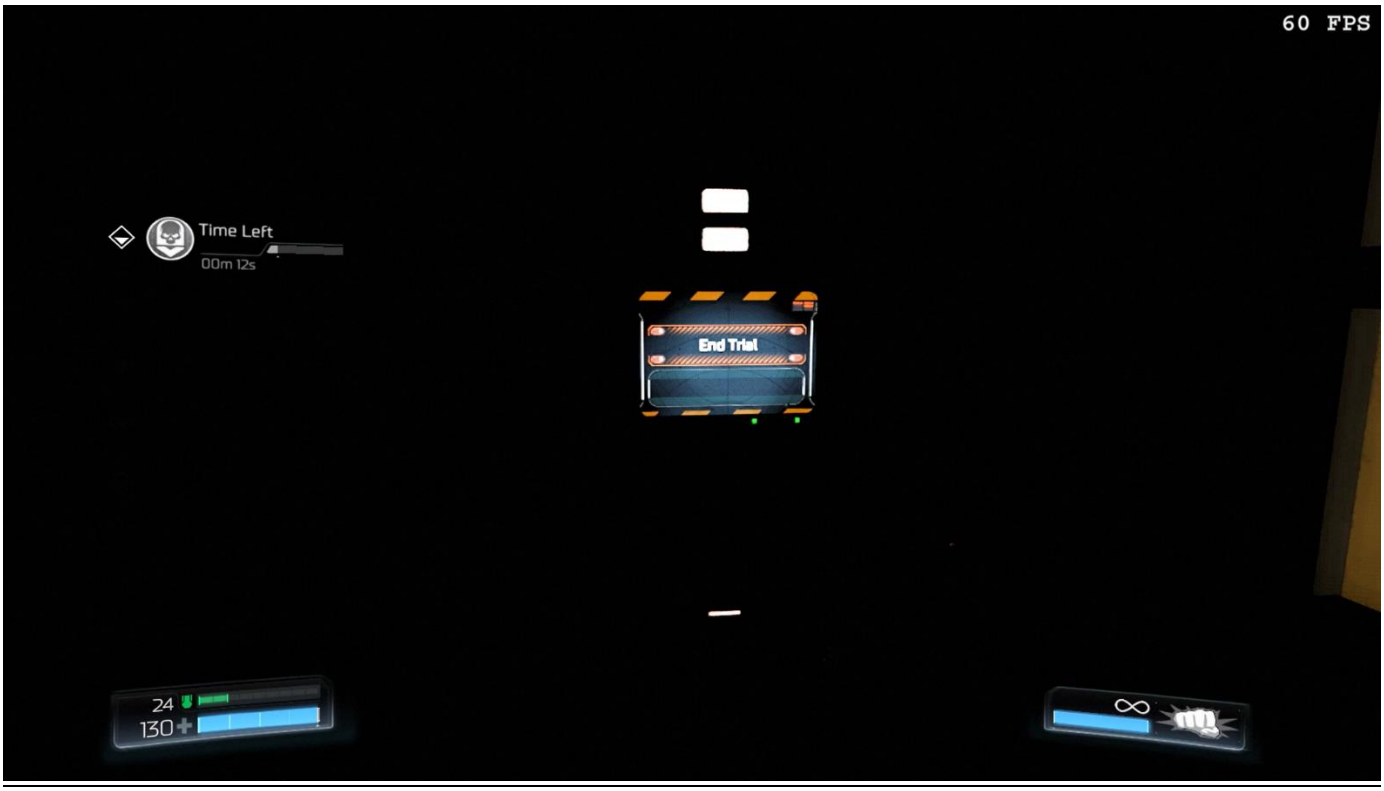
Room 4: Time Trial Room:

This room showcases the fourth and last type of play which is Ilinx (Vertigo/Movement). The player is shown the rules of the time-trial. The trial has to be completed in under 1 minute and 15 seconds. The player cannot ledge-grab and is awarded with double-jump regardless of his class. Once the button is pressed, the time trial begins and the player is teleported to the starting location. The course is varied and contains jumping sequences, hazards and a balancing sequence. If the player falls down, he can use a propeller to reach the reset button. Once the button is pressed, the player is taken back to the room with the start button where he can reread the rules and prepare. Once the player reaches the end of the course, he need to press a button to win.

58 FPS
Time Left
00m 45s
36
130

60 FPS
Time Left
01m 03s
36
130

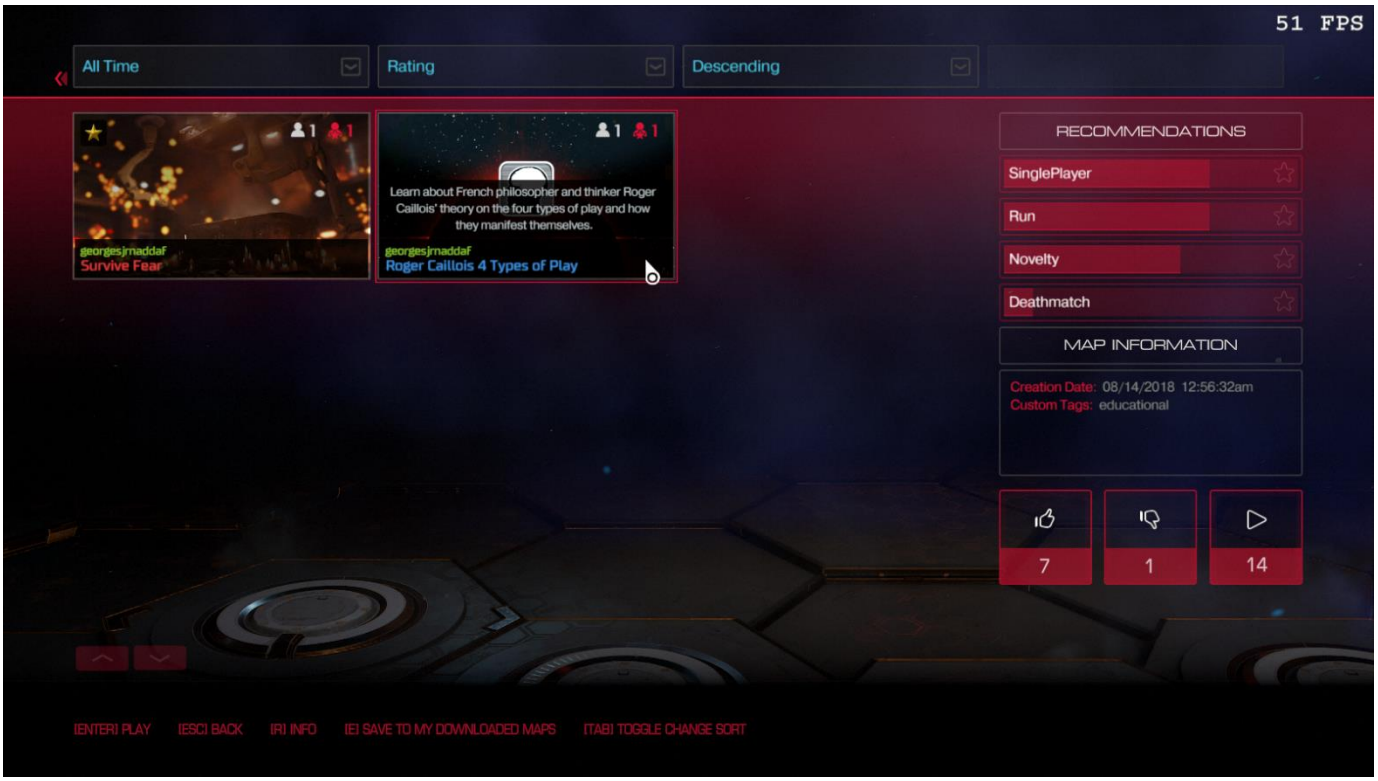
60 FPS
Time Left
00m 26s
24
130


60 FPS
Time Left
00m 12s
End Trial
24
130

Conclusion:

This map is fairly straightforward. It showcases Roger Caillois' four types of play in a very direct manner. It also has some replayability due to the role-playing and random elements of the map.

Statistics:



This capture was taken on 09/28/2018. The map was relatively well-received although it was not popular. This might be due to the very "niche" aspect of the map and the time when the map was published.