In 1993, release date had DOOM. The game, what changed all of the FPS (First Person Shooter) games. Not looking far, many games after Doom was called doom similar. In 1993 time had changed, but in 2003 we had saw the new Doom 3. In a matter of time, we know want was bad with that game: badly shooting system, atmosphere wasn’t relax as previews games. We hadn’t been a scary guy, that’s everyone scared, and run away when he appeared. We had been scaring, from monsters, environment, and loudy sounds of screaming. In that time, it was popular, but it wasn't good for Doom. For many years fanbase forgotten about many good games in that universe. Thanks God and Hell Id Software didn’t give up and in 2016 they gave us a DOOM. That time we have old school and new looks for games. That game was amazing. System glory kills, which give us a health form enemy, or chainsaw which give us a ammo in brutali way. All of that things provide us to be more aggressive, more violent, more mobile. It was a contrast to games like Rainbow six siege, Battlefield 4, or Titanfall 2 where being careful was key to win. In that course of thinking Id Software give us in 2020 DOOM Eternal.

On the begining I want say one thing. Doom Eternal is the best game, I have ever seen and deserves to be game of the year. Plot started some time after the DOOM(2016), our Doomguy are ready to kill hell priests, to stop demonic invasion on earth. Object is clear, weapon are ready, so let’s start killing demons. Oh no wait, we must go to mystery sanctum to take strange orb, from strange old man. In opposite to DOOM in DOOM Eternal we have a lot of exposition. This is the scare think that’s want to destroy earth, that’s a king of guardian, who rules of this land that’s a rebellion, which fight with demons. I like it. For my site, finally Doom have own Universe, where you can find some of the well written characters. But I can understand those who are screaming ,,I want only shooting demons”. In their favor developers give possible to skip all of the cinematic. It’s good if you want skip boring dialogue, or kidding scene. Yes, plot of DOOM Eternal is boring. It’s only a excuse to kill more demons. We you have done one thing, one more just appear, from nowhere. You see cool guy, and you think, he can back later. But no. He was in only one scene. ONLY. It’s disappointing.That plot have momentos. Where Doomguy reloading his weapon and get into portal. Where you kill huge boss, and some appeared terrifying. Plot is but isn’t good so much.

Now, let’s shoot some demons. In DOOM Eternal you have 8 weapons, which 7 have two alternative shoots. Most of them is from DOOM(2016) but rework in new way. Grenade launcher on shotgun now shot three, and with upgrades six grenades. In machinegun you can add two more cannons, or energetic shield. In opposite of DOOM(2016) knowledge about which addon use on which demon is important. Many demons have weak points like when you see cacodemon, you must use grenade launcher on shotgun to his mouths, or when mankubusta appear fast change your weapon for balista to destroy his hand cannon, spider demon have gun on his armor, use sniper shot of carabin, to destroy it. This system provide a change to fight as long as you don’t die or kill every demon. For long fight useful can be a visual system of pain. What I mean? If you shoot demons from every weapon, his body parts, are ripid of his body. It’s so powerful when you see Hell knight with bones, only bones. It’s brutal, but it’s a good way to present how many health your enemy still have, without using interface.

But not only shooting allows you to survive. Movement. It’s a beautiful word. In many games you have a static game. Hide behind the wall, sit there fifteen minutes, and find another wall. In DOOM Eternal be fast is key to win. Game give you a double jump, Dash, climb, beams. All the fight arena is like monkey grove, where mobility is not only a win, but it’s satisfy. Masters of game always be in air.

Let’s talk about technicalities. DOOM Eternal is running on the newest version of Id tech called Id Tech 7. It's worth it. Graphical is beautiful. High-resolution texture, Realistic shadows, flash, billboards, dust from explosion of rocket launcher, so much details in small thing like snow on enemies, when you are fighting in ice island, or reaction spider demon, where you hit him from rocket launcher. It’s so realistic and beautiful. And there is a another thing, that changed Id tech 7 from very good engine, to best engine in the world. Loading screen. I’ve installed game on my HDD Hard disk, and loading screen is like two or three second. It’s amazing, in times where you must wait thirty or forty seconds.

Last thing is Music. Mick Gordon work is the best. It really compositing with visual devastating demonic army. Hard rock and hot metal pompule liters of blood to our mind. Music, is good for game, but listen not in game, it’s doesn't have same feeling.

DOOM Eternal is the best game on FPS type. It’s worth sixty dollars, and much more. Id Software, well done.