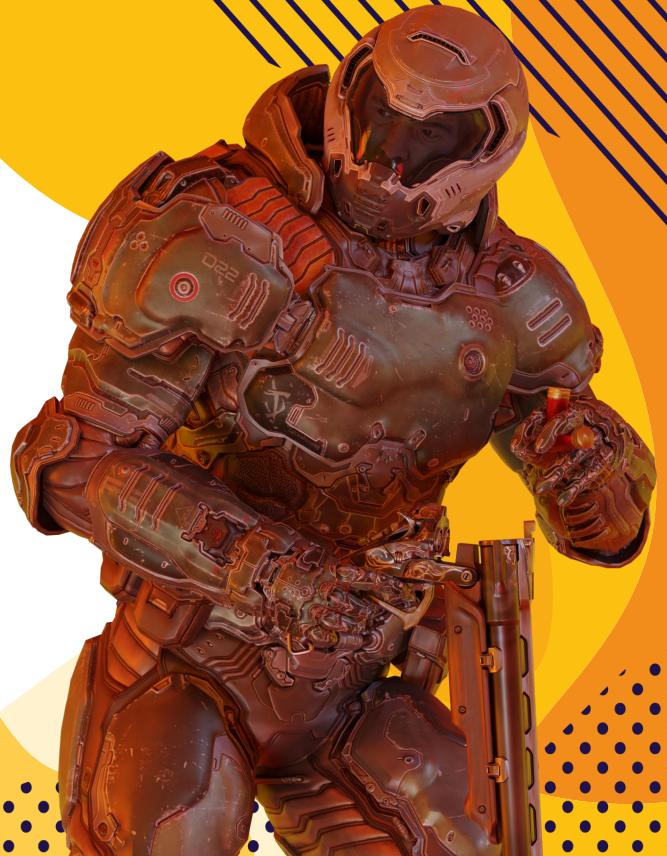


Doom: Anatomy of a Glory Kill

a short dissection by Ness



roadmap

- 1) “Oh-god-i-have-no-idea-what-i’m-doing”
- 2) What’s a **Doom**?
- 3) What’s a **Glory Kill**?
- 4) **Bootleg Demo**
- 5) Takeaways



purely subjective
ness's scale of 1P combat



Assassin's
Creed
(legacy)

ESV: Skyrim

Devil May Cry

Bloodborne

Doom
Eternal



a brief and incomplete history

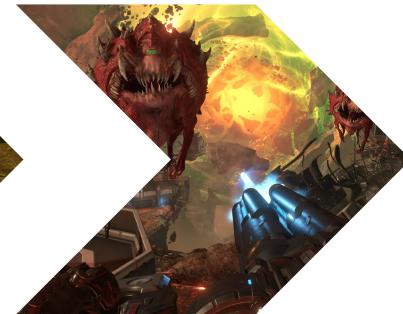
1993

Sequels



Doom
2016

Doom
Eternal



“A special action in *Doom* and *Doom Eternal*. These consist of the player performing a special melee action that instantly kills the enemy.”

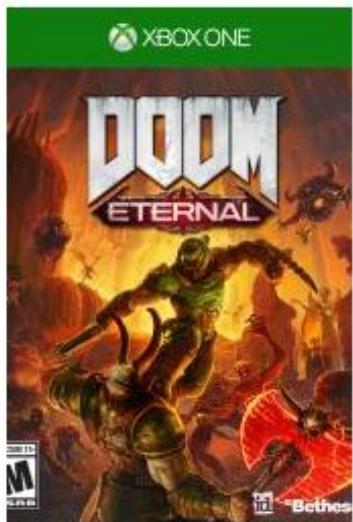
glo·ry kill



Doom Eternal

Game review by [Paul Semel](#), Common Sense Media

???



Common Sense says



age 18+



Bloody good shooter for adults with strong stomachs.

Google Stadia, Nintendo Switch, PlayStation 4, Windows, Xbox One
\$59.99 | 2020



Parents say	Kids say
age 13+	age 13+
★★★★★	★★★★★
Based on 22 reviews	Based on 17 reviews

[Get it now](#)

Common Sense is a nonprofit organization. Your purchase helps us remain independent and ad-free.

“A special action in *Doom* and *Doom Eternal*. These consist of the player performing a special melee action that instantly kills the enemy.”

glo·ry kill



why make more mechanic when few mechanic do trick? (purpose)

- Defensive offense
 - Mobility
 - Invincibility
 - Insta-kill
- Replenish resources
- Visual stimulus
- Reinforcing the fantasy

tl;dr: Push-forward combat



Me think, why waste time say lot word, when few word do trick.

déjà vu?

(similar mechanics)



Deathblow
(Sekiro: Shadows
Die Twice)



**Counter Kills /
Assassinations**
(Assassin's Creed)



Rally (Bloodborne)

DEMO



what'd we learn?

Utility

"Make me think, make me move."

Game-feel

"A celebration of the player."

Motivate the player

"If you're not moving, you're dead."



much obliged.

additional content:

- [Embracing Push Forward Combat \(id Software\)](#)
- [The 4 "P"s of DOOM's Amazing Combat \(GMTK\)](#)

CREDITS: This presentation template was created by [Slidesgo](#), including icons by [Flaticon](#), and infographics & images by [Freepik](#).