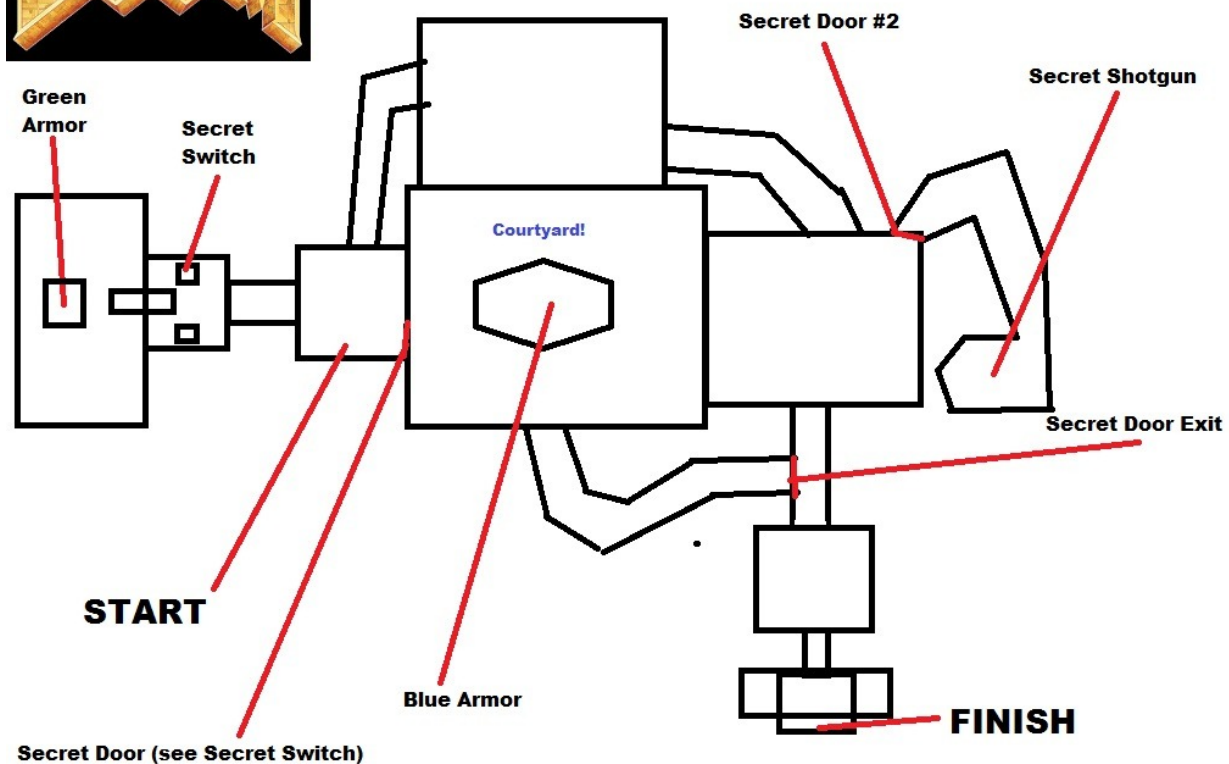


so for doom its imprtant to give the player room to circle strafe the enemies and break line of sight, lots of boxes or columns in a large open room gives the player room to maneuver around to avoid hitscan enemies and weave around tracking revenant balls

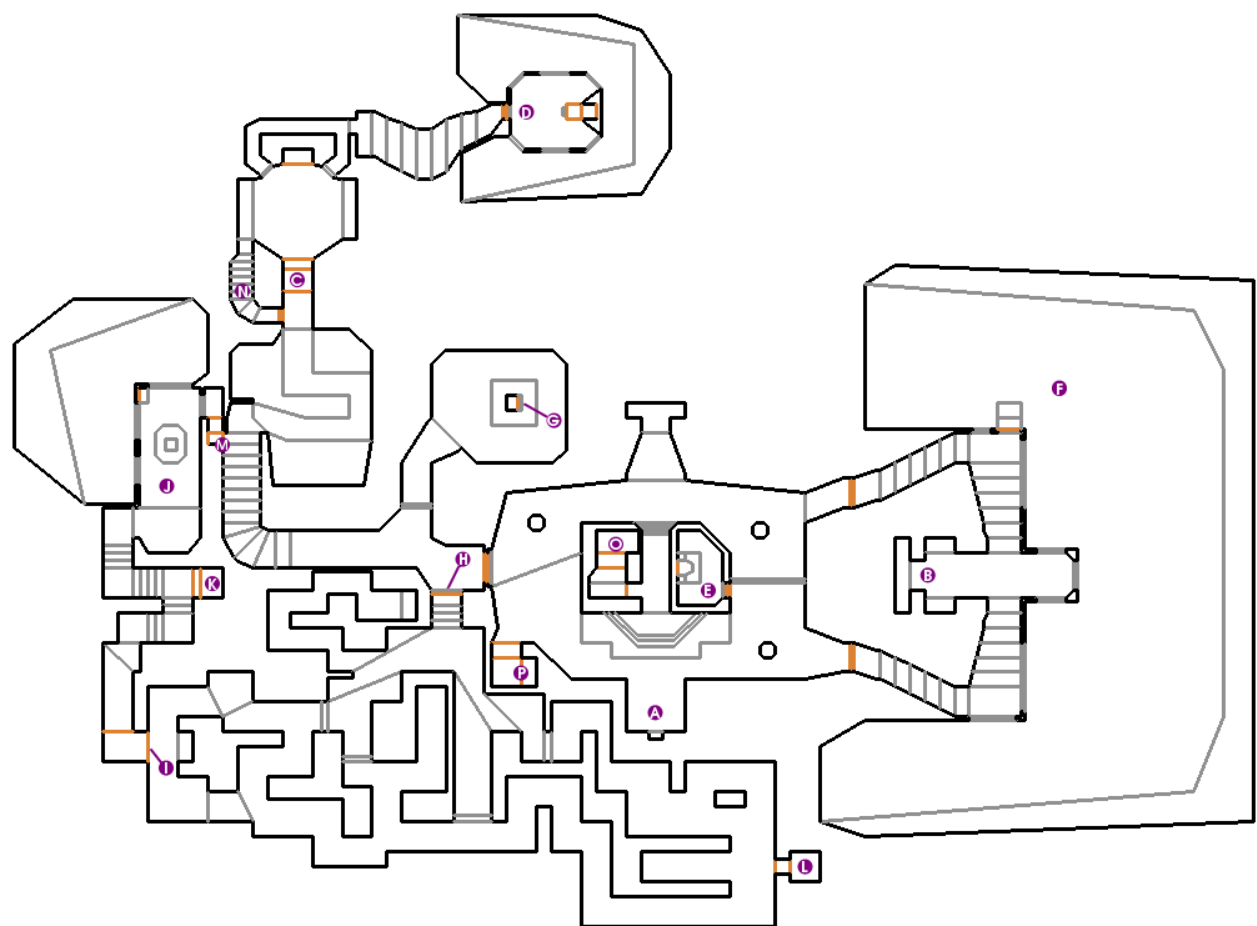


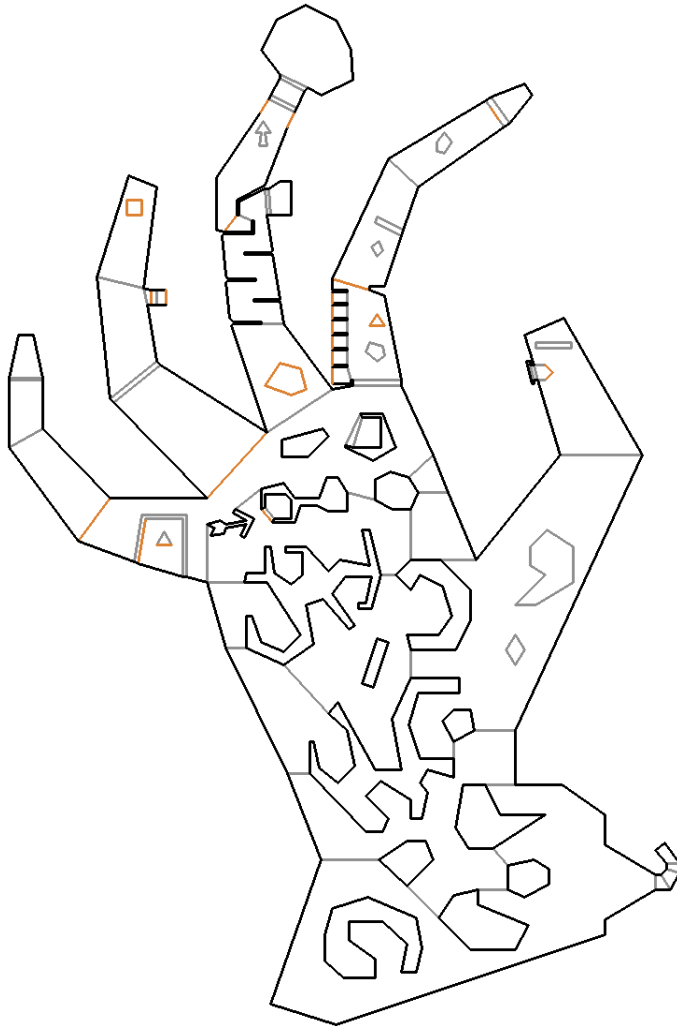
Ultimate Doom - E1M1 (Hangar)



This is E1M1 from doom 1, the first encounter on the left has shotgunners, but theyre behind the secret switch button and theres a slight bottleneck so you can avoid los if you either dont run in, and if you do the switch column and general map elevation allow you to avoid damage

E1M2 is a better example, the geography is complex as to give the player plenty of space to dodge behind cover while also being engaging to traverse and hunt for secrets





E3m2 also incorporates this design philosophy, notice the jagged structures and how each “finger” is marked by a door, which is opened by collecting a key in the central “palm” maze or in each finger, eventually to the exit

Onto enemy choice, E1M1 and M2 are mostly populated with low level imps and zombiemen, fodder enemies, E3M2 however has heavier enemies like the cacodemon and pinky

<https://youtu.be/1fcqYr1NevE>

This is an in depth video on the subject, but to be quick

Lights- cannon fodder, good to flesh out a boring hallway or make an encounter harder

- Imps
- zombieman,

Hitscan- ranged threats with high damage, not massive threats but can force multiply an engagement

- Shotgunner
- chaingunner

Damage- high damage enemies that can bring the pain, high priority to the player

- Arch vile
- Arachnatron
- Chaingunner
- Hell knight
- Revenant

Tanks- tough and hard to face, not the hardest to dodge but soak up ammo, forcing the player to prioritize either them, or play around them while taking out damage or hitscan

- Mancubi
- Hell knight
- Cacodaemon

Bosses: usually the end of a map, use sparingly except the barron, whos just a tougher knight with double the health

- Cyberdemon
- Cyber mastermind
- Barron of hell

Utility- enemies that have greater utility to pressure the player

- Pain elemental- cacodaemon that spawns lost souls, spawning more enemies to deal with
- Pinky/specter- charges player and does rough melee damage, decently tanky and fast
- Lost soul- pinky on crack, insane fast charge, flies above obstacles, but no health.
- Archvile- <https://youtu.be/q5eGic-ckVY>
- Revenant - in all senses a tougher imp but the fireballs track the player and deal brutal damage