Project 95: An Idea

# The Idea

Try to recreate 1995-era game technology with the aim of delving into how they work, and what the performance/quality compromises were.

# The Motivation

I find early game technology fascinating. 1995 represents a sort of golden moment for me. Earlier technology is interesting too but I find that too much of the interest derives from clever use of archaic hardware and assemble language – I want a project that requires no new equipment and has a reasonable rate of return on time invested.

The period around 1995 was the period of transition from Wolfenstein, through Doom, to Quake. The hardware wasn’t the point – it was getting faster and more capable but hardware 3d acceleration had yet to take off.