

DOOM



Introduction

The original Doom from 1993 is a First-Person Shooter developed by id-Software for the MS-DOS. Players take over the role of a space marine, mostly referred to as the Doomguy. They fight their way through hordes of demons on Mars to try to stop them from invading. Doom is held as one of the most significant games in video game history and helped to define the FPS genre.

Genre:	First-person shooter
Release:	1993
Platforms:	MS-DOS
Developer:	id Software
Publisher:	GT Interactive
Analysis by:	Michael Staub, Dorias Schärer

The Sound of Doom was created by Bobby Prince. He created all 107 sound effects that can be found in the game, as well as the music tracks. Prince created the sound effects based on short descriptions or concept art of the demons and adjusted them later to fit the final animations. The music tracks were created without clear assigned levels and were later assigned to different levels by Romero. Some songs were inspired by metal bands, while others are more geared towards ambient pieces.

The full library of the Doom sounds can be found here:
<http://www.wolfensteingoodies.com/archives/olddoom/music.htm>

Muisc

Doom is a mix of Heavy Metal, Horror and Power Fantasy. Which is also clearly the case when looking at the

soundtrack. The game starts in the first level with the Track "At Dooms Gate" and already sets the mood for the rest of the game. With a shotgun and a kick ass metal track, you're about to purge some demons from Mars, and you will love it. Even now, the first track holds up quite well and perfectly sums up what doom is about. Mixed in with more musical tracks are also ambient tracks like "Dark Halls". They set a more horror inspired mood and still work quite well as ambient soundtrack.

The music also helps to keep the game alive. Ambient sounds are fairly limited to switches and doors. So, a solid track in the background helps to set the mood where ambient sound is missing. Overall, the Soundtrack of Doom must have been great in 1993 and even in 2022 the Track list holds up. The switch between more clear metal tracks and ambient tracks throughout the game is quite a welcome change. Some tracks can get annoying after a while as they are quite repetitive, but you should also consider the age of the game when playing it in 2022.

Track Titel	Soundtrack Sample
At Doom`s Gate	doom_at_dooms_gate.mp3
Dark Halls	doom_dark_halls.mp3

Enviroment

Ambient sound in Doom is quite limited, probably thanks to its age and how ambient sound was designed in 1993. The entire library of ambient sound consists of 18 sound effects. While limited, they are used in the right spots. Switches and doors for example use sound effect that help the player as an indicator when something is activated. Others like exploding barrels also make sense and are smartly placed. As mentioned before, the soundtrack helps here a lot to fill out a lot of blank space. The same goes for a lot of the demons that can be heard.

The ambient sound of the game is still good enough to be enjoyed. It also helps that the level design isn't much more detailed as well, so it balances each out. In 1993, it was probably pretty good thanks to all the other sound bits. In 2022, it shows its age but doesn't ruin the experience.

Sound	Sample
Teleporter	teleporter.wav
Switch	switch.wav
Barrel	barrel.wav

Player

If we don't count the weapon sounds, then we have 6 sound effects for the player. Two of these sound effects are also the same. So effectively we have 5 sound effects for the player.

First, we have 3 different death sounds, which are all quite great. Two screams and a crunchy gore sound set a nice horrific mood for the player deaths. Having 3 different sounds seems also like a good idea because the player will certainly die a bunch of time on higher difficulties.

Then there's a single sound for injuries. It's your typical grunt that you've heard a thousand times. It's perfectly okay, but nothing exceptional. Furthermore, it will clearly indicate when you're hit, which is the most important part.

The last two sound effects are the same but are used for totally different cases. It's a short grunt that gets played when activating a wall and when hitting the ground. The grunt is probably used as a sign of effort when activating a wall or falling. The problem is that it sounds like the player got injured, which can get confusing at the start of the game. A different sound for activating walls should have been chosen here. For the fall it's fine, considering that there is no fall damage it seems a bit weird though that there is a sound effect for it.

The Player sounds overall are a bit lacking, and the wall activation sound is rather confusing. There are no sounds of footsteps or running, which seems fine. The speed of the player is quite high, which would make footsteps weird and more annoying.

Death 1	death_1.wav
Death 2	death_2.wav
Death 3	death_3.wav
Injured	injured.wav
Wall	wall.wav
Fall	fall.wav

Items

Items sounds are used on pickup. For all items the same sound effect is used. This includes ammo, armor and health. The sound effect for picking up item is rather lacking but it indicates sufficient that a pickup took place. The bigger problem is that for different items the same sound effect is used. Which makes it hard for the player to indicate what was picked up. For special power ups a different sound effect is used that is fine as well but also nothing to exciting. Both

sounds work well for the sci-fi setting of the game.

For weapon pick ups a shotgun pump is used. The sound is recognisable and satisfying and clearly indicates that a weapon has been picked up. It would have been great if each weapon got its own effect though. Weapon placement makes this not a problem though.

Items sounds are sufficient and fit the theme of the game but aren't standing out in a significant way.

Item	item.wav
Powerup	powerup.wav
Weapon	weaponpu.wav

Enemies

The Enemies sound effects make the game come alive and set a nice horror atmosphere. Each demon has a set of sounds for the different action it does. They can also be heard when they are close which helps to make the mood more intense.

Sight 1	imp_sight_1.wav
Sight 2	imp_sight_2.wav
Nearby	imp_nearby.wav
Atk near	imp_atk_near.wav
Atk far	imp_atk_far.wav
Injured	imp_injured.wav
Death 1	death_1.wav
Death 2	death_2.wav
Death 3	death_3.wav

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