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DOOM: The Gallery Experience was created as an art piece designed to parody the wonderfully pretentious world of gallery openings.

In this experience, you will be able to walk around and appreciate some fine art while sipping some wine and enjoying the complimentary hors d'oeuvres in the beautifully renovated and re-imagined E1M1 of id Software's DOOM (1993).

CONTROLS

WASD / Arrow Keys - Move Right Click / Space - Interact Left Click / Shift - Drink Number Keys - Select beverage P - Pause

Mouse / WASD / Arrow Keys - Navigate menus Left Click / Space / Enter - Confirm Right Click - Back F / Escape - Enter / Exit fullscreen

Supports mobile devices and gamepads, as well!

CREDITS

Filippo Meozzi - Producer, Director Liam Stone - Programming, Misc. Art The Met Open Access Collection The Spriter's Resource **PM Music**

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DOOM: The Gallery Experience (Windows) 20 MB

Development log

Patch v1.2.0 38 minutes ago

Comments

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This is so cool! I showed the game to some friends, and they all played it. It seems they like it too. In case you're open to more fun ideas, here's one: when the player drinks all the wine on the map, spawn a Jackson Pollock piece on the ground:-)

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<u>JazzCorp</u> 13 hours ago (+6)
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The lone painting "ME" is by far the most visually articulate piece in the whole collection. *Sip*. Wile called "me" as if to stipulate a state of self absorption, in fact mocks this notion by portraying the individual as small and vulnerable, almost hiding in the corner of the painting. *Sip*. The vast body of water clearly shallow to suggest the lack of depth of the modern world, wile the water its self, the mass of the human experience, is clear, pure incapable of false hood. *Sip*. The individual is shown in a state of ambiguity, are they being born from this contradiction or are they submitting to death, returning to the watery womb of the human condition. *Sip*. The question the piece ask is... is there truly a difference..... **SIP**.

<u>Reply</u>

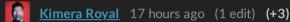


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ZOGOK 13 hours ago (+1)
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Man of culture

<u>Reply</u>





sips wine Great game, very remniscient of ArsDoom, though it approaches the pastiche from the opposite angle. I find it simple, yet, *swishes glass in hand* it identifies how to hit its intent perfectly. *sips wine* In that sense one might say it is very elegant within its design aims. Excellent! *sips wine but swallows it wrong and starts coughing violently*

<u>Reply</u>



papercookies 14 hours ago (+2)

I concur, this game really evokes the duality of man!

<u>Reply</u>



Can't Get Enough Games 21 hours ago (1 edit) (+2)

sip and stare

<u>Reply</u>



対 Philnemba 1 day ago (2 edits) (+2)

The most exquisite wad I've ever download!

EDIT: Its a standalone fan game that made me think it was wad $O_o!$?

EDIT2: Ok I'm kind of impressed that this is Construct engine Doom parody game made me think it was a real Doom wad.

<u>Reply</u>



eevee 1 day ago (+3)(-12)

i can't tell what this even thinks it's trying to say, nor why a reimplementation of the doom engine was used as the medium

<u>Reply</u>



arctorkogi 22 hours ago (+1)

good thing they didn't include any rothkos, wouldn't want it to be doubly hard

<u>Reply</u>



Kimera Royal 17 hours ago (1 edit) (+3)

I think if you're going to engage with a game where the central gameplay mechanic is contemplating art pieces it would probably be in theme for you to try to contemplate it rather than just bailing out. A simple start that works for me is to think "what would cause *me* to make this decision" and work backwards from there.

<u>Reply</u>



owo

DazMaZ 1 day ago (+3)

Truly a place of culture and elegance.

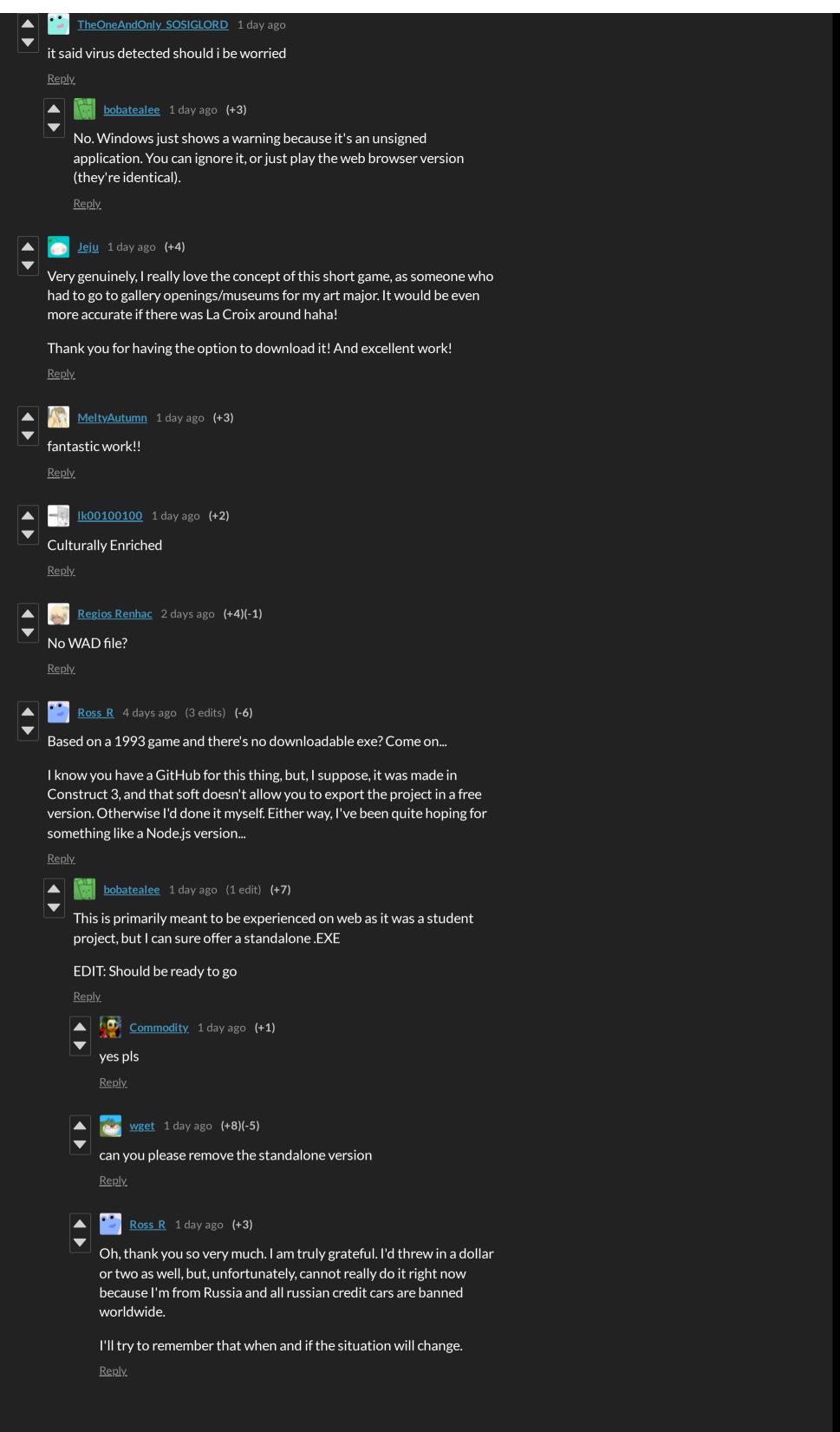
<u>Reply</u>



The Zium Society 1 day ago (+3)

Immaculate.

<u>Reply</u>



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