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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](#)
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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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[Marian Pekár](#) 54 minutes ago (+2)



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 :-)

[Reply](#)



[JazzCorp](#) 13 hours ago (+6)

The lone painting "ME" is by far the most visually articulate piece in the whole collection. *Sip*. While 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, while the water itself, the mass of the human experience, is clear, pure incapable of falsehood. *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 asks is... is there truly a difference..... **SIP**.

[Reply](#)



[ZOGOK](#) 13 hours ago (+1)

Man of culture

[Reply](#)



[Kimera Royal](#) 17 hours ago (1 edit) (+3)

sips wine Great game, very reminiscent 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*

[Reply](#)



[papercookies](#) 14 hours ago (+2)

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

[Reply](#)



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

sip and stare

[Reply](#)



[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.

[Reply](#)



[eevee](#) 1 day ago (+3)(-12)

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

[Reply](#)



[arctorkogi](#) 22 hours ago (+1)

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

[Reply](#)



[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.

[Reply](#)



[DazMaZ](#) 1 day ago (+3)

Truly a place of culture and elegance.

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[The Zium Society](#) 1 day ago (+3)

Immaculate.

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 [TheOneAndOnly_SOSIGLORD](#) 1 day ago

it said virus detected should i be worried

[Reply](#)

 [bobatealee](#) 1 day ago (+3)

No. Windows just shows a warning because it's an unsigned application. You can ignore it, or just play the web browser version (they're identical).

[Reply](#)

 [Jeju](#) 1 day ago (+4)

Very genuinely, I really love the concept of this short game, as someone who had to go to gallery openings/museums for my art major. It would be even more accurate if there was La Croix around haha!


Thank you for having the option to download it! And excellent work!

[Reply](#)

 [MeltyAutumn](#) 1 day ago (+3)

fantastic work!!

[Reply](#)

 [Ik00100100](#) 1 day ago (+2)


Culturally Enriched

[Reply](#)

 [Regios Renhac](#) 2 days ago (+4)(-1)

No WAD file?


[Reply](#)

 [Ross R](#) 4 days ago (3 edits) (-6)

Based on a 1993 game and there's no downloadable exe? Come on...

I know you have a GitHub for this thing, but, I suppose, it was made in Construct 3, and that soft doesn't allow you to export the project in a free version. Otherwise I'd done it myself. Either way, I've been quite hoping for something like a Node.js version...

[Reply](#)

 [bobatealee](#) 1 day ago (1 edit) (+7)

This is primarily meant to be experienced on web as it was a student project, but I can sure offer a standalone .EXE

EDIT: Should be ready to go

[Reply](#)

 [Commodity](#) 1 day ago (+1)

yes pls

[Reply](#)

 [wget](#) 1 day ago (+8)(-5)

can you please remove the standalone version


[Reply](#)


 [Ross R](#) 1 day ago (+3)


Oh, thank you so very much. I am truly grateful. I'd throw in a dollar or two as well, but, unfortunately, cannot really do it right now because I'm from Russia and all russian credit cards are banned worldwide.

I'll try to remember that when and if the situation will change.

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