

# Masters of Doom: A Firsthand Account of How Two Guys Created an Empire and Transformed Pop Culture

*Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture* is a 2003 book by David Kushner that chronicles the rise of id Software and the creation of the *Doom* video game franchise.

The book begins with the early days of id Software, when John Carmack and John Romero were two young programmers who shared a passion for video games. In 1990, they released *Commander Keen*, a shareware game that was a critical and commercial success. This was followed by *Wolfenstein 3D* in 1992, which was the first-person shooter that popularized the first-person shooter genre.



## Summary of David Kushner's Masters of Doom

by David Tuffley

★★★★☆ 4 out of 5

Language : English  
File size : 1428 KB  
Text-to-Speech : Enabled  
Screen Reader : Supported  
Enhanced typesetting : Enabled  
Word Wise : Enabled  
Print length : 55 pages



In 1993, id Software released *Doom*, which was an instant hit. *Doom* was a revolutionary game for its time, and it helped to popularize the first-person

shooter genre. The game was a critical and commercial success, and it sold over 10 million copies worldwide.

The success of *Doom* led to id Software becoming one of the most successful video game companies in the world. The company went on to release several other successful games, including *Quake* and *Quake II*.

*Masters of Doom* is a fascinating look into the rise of id Software and the creation of the *Doom* video game franchise. The book is full of interesting anecdotes and insights into the creative process of two of the most influential video game developers of all time.

## Key Characters

- **John Carmack:** A brilliant programmer who was responsible for the development of the id Tech engine, which powered the *Doom* and *Quake* games.
- **John Romero:** A talented programmer and level designer who was responsible for the creation of many of the most iconic levels in the *Doom* and *Quake* games.
- **Tom Hall:** A game designer who worked on the early *Doom* games.
- **Adrian Carmack:** A programmer who worked on the *Doom* and *Quake* games.
- **Kevin Cloud:** A programmer who worked on the *Doom* and *Quake* games.

## Themes

- **Innovation:** *Masters of Doom* is a story of innovation. id Software was a pioneer in the development of first-person shooter games, and the company's games helped to popularize the genre.
- **Creativity:** The book also explores the creative process of John Carmack and John Romero. These two programmers were able to create some of the most iconic video games of all time.
- **Business:** *Masters of Doom* also provides insights into the business side of the video game industry. id Software was one of the first video game companies to achieve mainstream success, and the book provides a behind-the-scenes look at the company's rise to the top.

## Reception

*Masters of Doom* was a critical and commercial success. The book was praised for its in-depth research, its engaging writing style, and its insights into the creative process of John Carmack and John Romero. The book was also a New York Times bestseller.

*Masters of Doom* is a fascinating look into the rise of id Software and the creation of the *Doom* video game franchise. The book is a must-read for anyone who is interested in the history of video games or the creative process of two of the most influential video game developers of all time.

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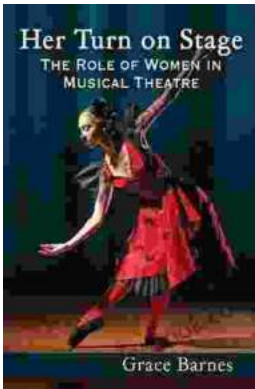
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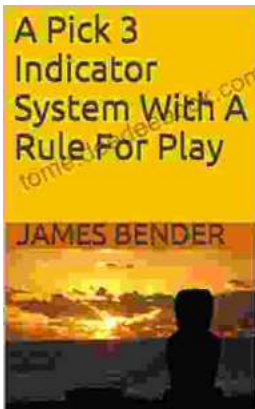


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