

Index of Key Games, Persons, and Technology

- Akalabeth: World of Doom*, 22, 24-26
- Apple II, 22
 - being replaced by PC, 30
 - Carmack's discovery of, 29
 - Garriott gets an, 24
- Apogee Software, 33, 36, 40
 - see also* Miller, Scott
- Arneson, Dave, 15, 17, 21
- Atari, 1, 9-12
 - the Atari 2600, 11-12
- Bushnell, Nolan, 8-10
- Carmack, John, 1
 - childhood of, 28-29
 - early work with texture-mapping, 34
 - his organization of *Doom* data, 40
 - on complexity of game design, 54
 - on *Doom*'s graphics, 38
 - on Internet play and workload of
- Quake*,
 - 42-43
 - promotion of VR headset, 52
 - work on side-scrolling tech for PC, 31-32
- Chainmail: Rules for Medieval Miniatures*, 16-17
- Commander Keen*, 32-33
- computer role-playing game (CRPG), *see* role-playing game
- Computer Space*, 8-10
- Doom*, 28, 32
 - Carmack on, 38
 - "clones" of, 40
 - graphics, level design, and fiction of, 37
 - LAN multiplayer of, 39
 - profit brought to id by, 39-40
 - uploaded online, 36-37
 - Tim Willits blown away by, 38
 - user mods of, 40
- Dungeons and Dragons*, 15, 17-18, 19
 - Carmack's obsession with, 29
 - Garriott's playing of, 23
- Dungeon Master*, 45-46
- emergent gameplay, 47-48
- first-person, 12, 24-26, 36, 45-46
 - first-person shooter (FPS), 1-2, 37, 39, 40-41, 43, 45, 49, 51-52
 - explanation of, 36
- Galaxy Game*, 7-8
- Garriott, Richard, 1, 2, 22-27

his early *D&D* computer games, 23-24

in summer computer course, 22-23

on games for teletype computers, 24

on turns in *D&D*, 23

see also Akalabeth: World of Doom and *Ultima*

Gygax, Gary, 15-17, 21

IBM PC, 30

id Software, 1-2

forming of, 32

importance of, 28, 43

on its profit margin after *Doom*, 39-40

what drove them, 28

see also Carmack, John; Romero, John; and Softdisk.

Looking Glass Studios, 2, 35, 45-48

going defunct, 49

legacy, 50, 52

Miller, Scott, 33, 40

Nintendo, 1, 11-12, 31, 43

Nintendo Entertainment System (NES), 11-12, 31

Neurath, Paul, 45-46

PDP-1, 1, 4-5, 8

PLATO Network

dnd, 20

pedit 5, 19-20

Pong, 9-10, 13

Home Pong, 10

Quake, 28, 32

Carmack on, 42-43

graphics of, 41

mods of and clans for, 42

online multiplayer, 41-42

sequels to, 43

role-playing games, 1-2

computer role-playing games (CRPGs), 14-15, 19, 20-21, 23, 25-27, 46, 48, 51-52

explanation of, 14-15

table-top role-playing games, 14-15, 20-21

Romero, John, 28

blown away by Carmack's side-scrolling tech, 31-32

childhood of, 29-30

contacted by Scott Miller, 33

on *Wolfenstein 3D*, 34

Russell, Steve, 4-5

shareware, 32-33, 36-37, 39, 41, 43

allowing id to experiment, 44

shareware (*cont'd*):

 Scott Miller's adaptation of to
 games, 33

side-scrolling, 11, 30-32

Softdisk, 28-30

SpaceWar, 4, 6-8

Super Mario Bros., 11-12, 30-31

table-top roleplaying game, *see* role-playing
game

texture-mapping, 34-35

Thief: The Dark Project, 47-49

Ultima (series), 26-27

Ultima Underworld, 35, 46-47

wireframe graphics, 24-26, 34

Wolfenstein 3D, 34-36