

Doom is Literally Playing in this Article

We've covered all sorts of Doom ports here from Minecraft to McDonald's cash registers, but this could be the most bizarre yet. Someone's gotten the FPS game to run in gif format and you can see it in action down below.

The method of operation is quite simple On this page you'll see an ever changing GIF of Doom, with a set of controls that you can click on below. Like the Twitch play-throughs clicked by anyone who has the page open is put into an order and the server returns the updated images. This can make the gif's content a bit unstable due to the constant loading and the sheer pressure on the server by users trying to view the gif.

Software developer Andrew Sillers is the man who is the man behind the magic. He provided a talk explaining what's actually happening here during BangBangCon. Whenever a website loads an image, it's doing it through a piece of code that's requesting the image. Because gifs start loading before every frame is received, you can create an endless loop where new frames are constantly added, making them an animated flow instead of a looping one. With this basic concept, and some commands, you can play a videogame like a narrative adventure game, or a roguelike game, or Doom.

Here's the Doom GIF driving away. The link to ao3 above allows you to access all the controls, and it is possible that you need to refresh it in order for it to load properly.

This version is Freedoom which is a free alternative that is based on Doom's source code. You can learn more about it here.

[minecraft servers list](#)

Sillers' talk can be found here:

There are more details on the topic, as well as WAD files for this version of Doom on GitHub. Where will Doom go next? drone controllers, digital cameras and gifs