

John Romero

Quotes

Games, Design, Thinking, People, Creating, Important, Technology, Different, Versions, Ends, Doom, Gamer, Today, Viewpoints, Designer, Focus, Race, Perspective, May, Art

You might not think that programmers are artists, but programming is an extremely creative profession. Its logic-based creativity.

~John Romero

I'm a hardcore gamer and would never let you down by designing a crappy title.

~John Romero

In marketing I've seen only one strategy that can't miss - and that is to market to your best customers first, your best prospects second and the rest of the world last.

~John Romero

Daikatana will be the greatest game of all time.

~John Romero

You want stealth? Be a rogue in 'World of Warcraft'.

~John Romero

I think DOOM had just the right mix of elements that keep people coming back to it: great monsters, excellent weapons with great balance, a spooky environment and extreme speed.

~John Romero

There are too many games being developed by people that have no business creating games.

~John Romero

I'm creating the kind of games that I like right now. I'm not being held back by technology.

~John Romero

Doom 2 is just such a bigger, badder, better version of Doom

~John Romero

There is a definite argument to be made that videogames are becoming an art form put together by artists of different types.

~John Romero

You're headed in the right direction when you realize the customer viewpoint is more important than the company viewpoint. It's more productive to learn from your customers instead of about them.

~John Romero

I still like to play games that have a beginning, an end and a story.

~John Romero

I think the reason that I like so many different games is because I like the way my brain works when I'm playing games. It's more fun.

~John Romero

I've gone on record to say that I'm proud of the PC version of Daikatana and I stand behind that.

~John Romero

It is very important to lead the field and innovate in game design.

~John Romero

You have to design and program differently. Combat action in an MMO is so different to combat in a first-person shooter.

~John Romero

We are at the point where game designers have become celebrities due to the size of the market they serve.

~John Romero

The game-playing market today is pretty sizable.

~John Romero

What I didn't foresee in 2005 was the rise of the post-PC, which are all these tablets now. These are the things that actually will probably be the end of the consoles.

~John Romero

I live way out in the country, in truck-country.

~John Romero

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