MMO-RPGS: Raising the Bar
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The Focus

Discussing how the design and gameplay of certain MMO's influences development of future MMO's.

- Everquest developed by Verant/Sony Online Entertainment  
  ○ (Historical MMORPG)

- World of Warcraft developed by Blizzard  
  ○ (Current Gen MMORPG)

- Tera developed by Bluehole Studio  
  ○ (Next Gen MMORPG)

Some Quick History

● First time the MMO Standards Bar was set
  ○ Everquest launched in March 1999 by Verant (SoE).
    ■ Brought fantasy MMORPGs into Western mainstream

● The Bar Rises
  ○ World of Warcraft launches in 2006
    ■ Officially raises the MMO Standards Bar
    ■ Continues to raise the bar

● Attempting to Raise the Bar
  ○ Tera launches in 2012
    ■ Introduces true action combat to remove the boringness of auto-attack combat
Into the World of Norrath (Everquest)
Everquest Details

- Launched with modest expectations, quickly surpassed Ultima Online in subscriptions.

- **At Launch**
  - Featured extensive graphics that dominated any other game.
  - The first to offer 3D first person gameplay.
  - Named to be the best MMO.

- Everquest is designed for solo, group and raid style play.

- Supports a vast in depth ever growing world.

- Longest actively supported MMO (13-years)
Welcome to Azeroth (World of Warcraft)
World of Warcraft Details

● WoW is in its 3rd expansion (Cataclysm), which is by far the most extensive expansion.

● WoW redefined what is possible for MMOs
  ○ Two opposing factions Horde and Alliance. (Creates a sense of role playing, advocates the story)
  ○ PvP is as strong of a focus as PvE
  ○ Cross Realm Battlegrounds, Dungeons, Zones
  ○ Frequent content patches

● WoW's community coined a few terms for new MMOs
  ○ WoWClone - A game that has similar styles to WoW.
  ○ WoWKiller - A term used by players to discuss if new MMORPGS are successful or not
The Exiled Realm of Arborea (TERA)
TERA Details

- TERA re-defines MMO Combat
  - The ability to dodge enemy attacks, aim your attacks
  - Essentially a "Real-Time-Battle-System"
  - Allows skill to be a major factor over gear/level

- Creates a captivating, beautiful world for players.

- Removed the split faction trend (All races can play together)

- Integrates the use of Xbox 360 or PS3 controllers in addition to mouse/keyboard
What are the Fundamentals?

As game designers we must be able to look at these games to see what they have done right and what they have done wrong.

● Successes:
  ○ Created an engaging, in-depth, creative world
  ○ Catered to all levels of playability. EX: Solo, Group and Raiding.
  ○ Maintain a sense of balance in game-play.
  ○ Taking pre-existing ideas and expand them further.

● Problems:
  ○ Straying too close to the original design (Clones)
  ○ Ignoring or not listing to the game communities
  ○ Players using abilities for unintended purposes