

Role Playing Games: RPG

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Origins

- **Advanced Dungeons & Dragons**
- Computer RPGs built the entire computer gaming market - franchises like Wizardry, Ultima, Might and Magic, the Gold Box AD&D and Dungeon Master were the *killer apps* from the days of yore
- **Examples:**
 - Baldur's Gate, Final Fantasy, Ultima, Might and Magic, Dungeon Keeper
 - Everquest, Ultima Online, Asherson's Call

Setting

- Epic quests and fantasy/medieval worlds with NPCs – often part of a group/team
- There are many different ways to build a RPG - Metal Gear Solid, Deus Ex, Diablo, Baldur's Gate, EverQuest, Neverwinter Nights, and Silent Hill are all RPGs, but different types of RPGs

Defining Character

- At its simplest, an RPG includes a character with whom you identify
- In RPGs your character evolves, improves – its abilities progress and develop during the course of the game based on your efforts (of course RPGs also include a deep and immersive storyline)
- Compared to FPS:
 - Your ability to win the game *depends on evolving the capability of your character*, not on evolving your physical skills at playing the game
- Compared to adventure games:
 - Character development and action oriented, less emphasis on complex puzzles

Structure

- Characters with different capabilities (and potentials)
 - Fighters
 - Sword (Paladin)
 - Axe (Barbarian)
 - Bow (Amazon)
 - Stealth characters: thieves, assassins, ninjas
 - Magic users: sorcerers, wizards,
 - Life, Creature, War Magic
 - Animal, Death, Elemental
- Hierarchy of skills
- Hierarchy of weapons, spells
- Increasing difficulty of monsters

Long-Term Goal [40 hours]

- Quest – provides story
 - Kill the devil
 - Take over land
 - Rescue somebody

Medium-Term Goals [1-10 hours]

- Subquest – chapter
 - Kill X
 - Find Y
- Levels
- Build up character skill [Experience]
 - Skill hierarchies
 - Force choices to specialize?
- Get better weapons and armor [\$\$]
 - Limited storage
 - Magic systems

Short-term Goals

Earn experience points to spend on improving your character's skills, attributes, and spells:

- Combat gives experience & \$\$
- Treasure gives \$\$
- Exploration