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