World of Warcraft

Blizzard Entertainment
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World of Warcraft is an MMORPG game that takes place several years after WarCraft III, also by Blizzard Entertainment. It is centered around an ongoing war between three major factions; the Horde, the Alliance and the Burning Legion. Players create their own personalized characters and choose to play for either the Horde or the Alliance.
The game contains both linear and non-linear gameplay.

**Linear**
- Players progress from level 1 through level 70 by obtaining experience points.
- Dungeons that players complete are scripted and carefully structured.
- Tradeskill development is linear.

**Non-Linear**
- Large selection of dungeons and zones allow players to select their own path, sometimes completely bypassing some areas or quest objectives.
- Late game content (post level 70) is varied and allows players to develop their own strategies.
The game interface is fully customizable.

Modifications for the game interface are generated and maintained by players.

Modifications do not alter game code, only orientation and appearance of interface elements. (Client side only)

Core controls are comprehensive, but do require a learning curve to master their uses.

Most functions can be bound to a keyboard shortcut to allow even more freedom for personal preference.
• New players between levels 1 and 10 are guided through a series of basic quests and objectives in order to learn controls and mechanics.
• On-screen tooltips provide detailed information on what abilities and skills do.
• Players leave starting areas having been educated in all critical gameplay elements.
• The learning curve for the game is not difficult. Players can get into the game quickly, but mastery of the game takes much practice.
• Replayability
• Easy Interface to pick up on
• Over 9 million players to experience World of Warcraft with.
• New Expansions released every year.
• Content patches keep the game moving
- Monthly fee
- Limited instances for parties smaller than 25 people.
- Time consuming
- Addictive
Interface Examples

Unmodified Interface

Modified Interface
• WoW employs a simplistic graphical style, with very low polygon models.
• This style is consistent with previous games in the series and is familiar to most WarCraft players.
• The conservative graphics are employed effectively for an online game where graphical or network lag can dramatically impact gameplay, especially when large amounts of graphical assets are on screen at once.
• Game sound is immersive, and includes ambient sound in most areas.
• Combat sounds can become repetitive and irritating to players.
• Full customization of volume levels for different sound channels allows players to set their preferences.
• Gameplay is relatively bug free. Live patches and hot fixes allow developers to fix problems as they appear.
• Core gameplay can become repetitive and dull over long periods. Expansion packs allow developers to introduce new mechanics and keep gameplay fresh for long term players.
• New locations and content are added regularly through free content upgrades.