

MMORPG

THE PAST, PRESENT & FUTURE – DEL 1

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RPG

▶ Role-playing games



MASSIVE MULTIPLAYER ONLINE ROLE-PLAYING GAMES

- ▶ Populær dataspill sjangre
- ▶ Tusen spillere spiller sammen over nettet i en persistent verden.



DUNGEONS & DRAGONS

- ▶ 1st Tabletop role-playing game
- ▶ Programming



CHARACTER DEVELOPMENT MODELS

- ▶ Class-based system
- ▶ Skill Points-Based System
- ▶ MUD - Multiuser dungeons

SINGLE PLAYER RPG

- ▶ Ultima Underworld (1992)
- ▶ Fully rotational 3d



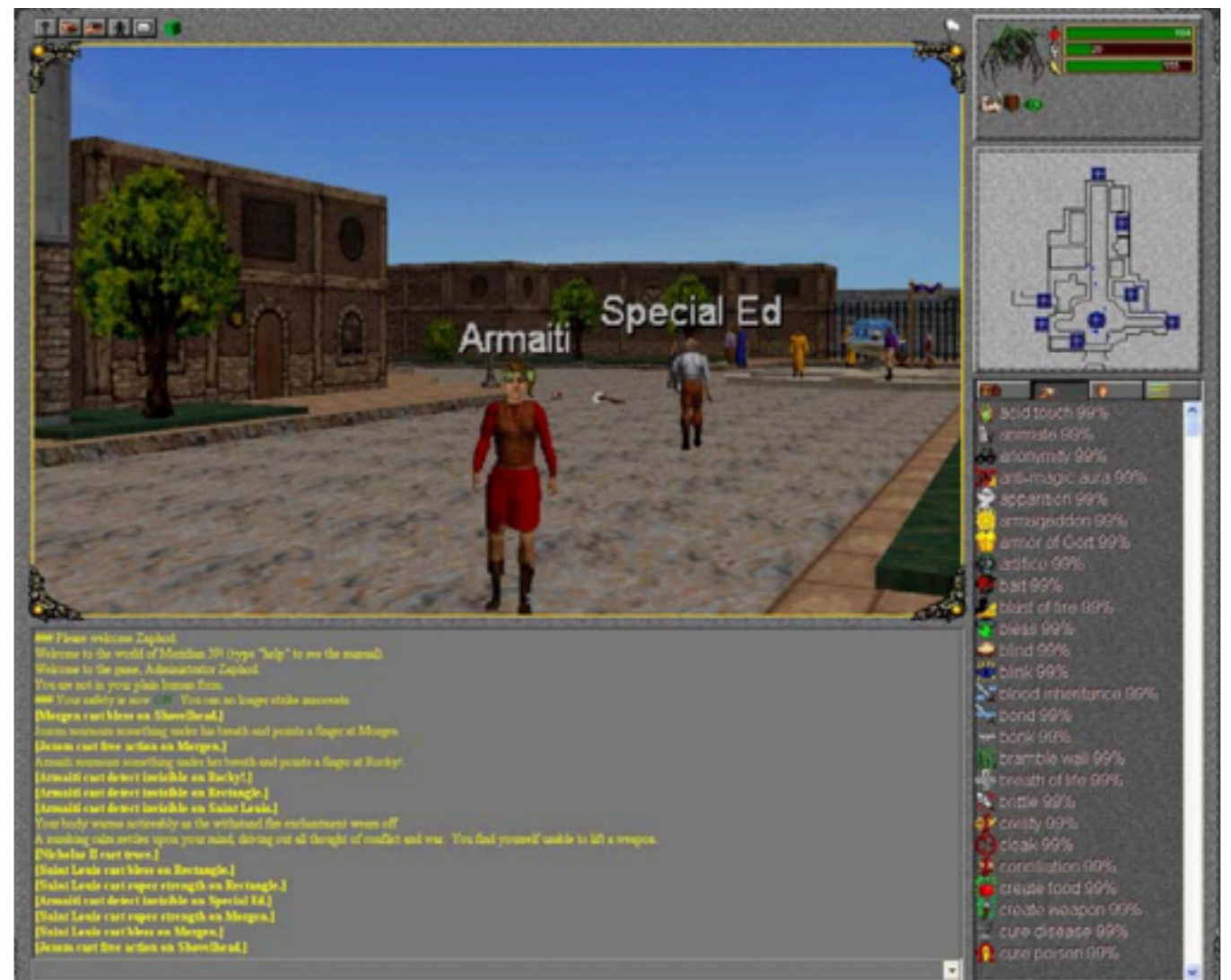
MULTIPLAYER RPG

- ▶ Diablo (1996)
- ▶ LAN



FIRST-GENERATION MMORPGS

- ▶ Meridian 59 (1996)
- ▶ Thousands of players
- ▶ “Massively multiplayer”
- ▶ MMORPG elementer



FIRST-GENERATION MMORPGS

- ▶ Ultima Online (1997)
- ▶ The 1st Commercial Successful MMORPG
- ▶ 100000 subscribers
- ▶ PvP (player vs player)
- ▶ Graphics?



FIRST-GENERATION MMORPGS

- ▶ EverQuest (1999)
- ▶ Massive world
- ▶ 3D graphics engine
- ▶ Massive community
- ▶ PvE: Raids
- ▶ Peak: 500 000 subscribers
- ▶ 11 expansion packs



SECOND-GENERATION MMORPGS

- ▶ Instances
- ▶ Multiplatform support: Final Fantasy XI
- ▶ One Server for All: Eve Online (2003)



SECOND-GENERATION MMORPGS

- ▶ Player economy & crafting
- ▶ Highly customizable characters
- ▶ EverQuest 2



WOW

- ▶ 12 million, 2010
- ▶ 5.5 million subscriber , 2015
- ▶ Mest populær



TAKK FOR MEG
