Designer: the Elder Scrolls OL will not clone the Elder Five by Zhang Lei

Article published on June 12th 2012 | Computer

Recently, the chief designer of The Elder Scrolls OL (the Elder Scrolls Online) Nick Konkle accepted the interview at the E3 games show, introducing the direction of the game design to the journalists. Konkle said: every series of the Elder Scrolls games has its own unique art design style.The Elder Scrolls OL will follow this tradition: in the game, the capital of each province has own unique appearance. Our goal is to make these capitals more realistic to the players, making the game unique.

Konkle explained: The Elder Scrolls OL will have their own unique mechanisms. One of them is the skill bar: the first two skills are determined by the hand weapon, the next three skills can choosed freely and eventually the skills belong to the secrets of your career. Konkle said: In addition to the six skills, all players also have three additional free skills - sprint, dodge and parry.

At the beginning, our goal is not to make a large-standard online games, so we did not intend to produce a clone version of the Sky online games . Our goal is to make a great game. This game not only possesses the control methods, skills of the standard online games but also the game features that the players are more familiar with.

Article Source:
http://www.articleside.com/computer-articles/designer-the-elder-scrolls-ol-will-not-clone-the-elder-five.htm - Article Side

Zhang Lei - About Author:
The article is from buymaplestory.com, which you can buy a MapleStory Mesos,if you want to know more information about a Cheap Maplestory Mesos, please enter www.buymaplestory.com.

Article Keywords:
MapleStory Mesos, maplestory mesos for sale

You can find more free articles on Article Side. Sign up today and share your knowledge to the community! It is completely FREE!