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Whenever we design a new feature, we will ask players and friends if the game will have any effect. In an interview on the convergence of the players problem Flannum made it clear that the team will not miss any opportunity to promote game social networking go hand in hand.

Q: Guild Wars 2 in which players can be freely transferred between the server role. You can tell us about it?

A: The transfer between the Guild Wars 2 in the server and the server with other MMO vary. First, we will let you select a master server. The primary server determines your combat effectiveness in the world vs the world belongs to the camp, and be able to enjoy the world What are the benefits vs the world. In addition, another difference is that our association is a cross-server there. Each guild can be imagined as a member of a different master server has a segment. The main concept of the world in Guild Wars 2 is very important.

Players from the main world transferred to the new world will need to pay a fee. This is because we want players to serve as a very serious problem, rather than a whim. Once the players pay to serve successfully, there is a seven days cooling time limit that they be transferred again.

Players can also servers as guests choose friends for the game. We hope that guests function so that players can easily play together and the friends of a different world, so we do not charge any real monetary costs for guests prone. In addition, we also develop the necessary restrictions, and will announce the details in practice.

Q: Obviously, the design of the main server is an important part of the world vs. the world fighting. You server transfer threshold dropped so low, how to deal with the players wish to join the greater chance of winning side of such abuse?

A: The transfer expenses will be players to consider when choosing to serve an important threshold. In addition, when the players to serve can not enjoy the welfare of the world vs the world is war. Coupled with our matching system, you will never be able to determine this side of the next battle will win, so because of this away to serve other than to spend money on adventure is not any reward of victory.

Q: common game of the majority of MMO players and friends made so difficult really surprising, you think all of MMO can, or should be added to this kind of functionality?

A: Our guest systems designed in accordance with our server set up, so I'm not sure other MMO can be achieved. I personally would like to see more of MMO in different ways to achieve this.

Q: What could go to a friends server is great, but if we are at different levels would be so? The award will be how the team of high level players in the region of low-grade and low-level players?

A: The rewards for high level players in the low-grade regional game will be close to their real level. The probability of these awards in the region of low-grade lower than a similar grade zone. The reward system using the sliding scale, so that the huge class differences and similar-grade differences in efficiency is almost the same. For example, a level 80 players to the Level 10 regional access to reward efficiency is lower than the level 40 players to the same area. We continue to adjust this value, hoping to find a balance so that players can not only gain, but will not get too much.

Q: Is there any method to bring their friends quickly escalated? If not, you are interested in such a design?

A: The most effective way to play the inevitable and the other players to play with, but because we will dynamically adjust the level of the role, so with class in Guild Wars 2. This is intentional, we want the game to provide a more social experience.

Q: Guild Wars 2, what can help a friend to go hand in hand game, ignoring the difference of the level or the server?

A: We have also added some features to strengthen this aspect. For example, our system of road signs for the convenience of players to quickly go to a friend where the location and design. Buddy list and guild members are account binding, facilitate the players to the game, rather than forcing them to memorize the list. Whenever we design a new feature, we ask the players and their friends with the game will have any effect on.

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Mr.lennon - About Author:
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