What is the Impact of the World of Warcraft by Mr.lennon

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There is a profound impact throughout the MMO game industry since the Blizzard "World of Warcraft" on sale. We call the effect of WOW, around this effect, there are many things worthy of discussion.

Positive impact

The first positive impact on the WOW game industry is the low threshold of the game. Able to manipulate the computer can be stress-free into the game, even in the face of the problem, the official Web site also provides the novice guide to all the steps from a registered account to understand the game background and career. This has now all MMORPG Guide template. Before WOW, MMO is often considered too high threshold for non-gamers.

The second positive impact on death and loss of tolerance. WOW view is the death penalty can not be too serious, not affect the players game fun. On the contrary, WOW using only moderate resurrection weak, players can also went to their own bodies at the resurrection, and will not seriously affect the use of equipment. WOW competitor "EverQuest" was able to find their own body, but can not be found, there will be the risk of loss of equipment and goods. This was even the players produced a song called "Does anyone see my body?" As a joke.

The third positive impact on the user interface customizations. We can now see in most of the AAA level MMO will see this interface customization features, such as window placement or additional interface. Before the advent of the WOW, this element is not a necessity. But later, people do not like it.

The fourth positive impact is smaller, is the role, tasks, items database. WOW opened its own database, the player can search for role, armor and other needed information. It can be said to offer great convenience and point. Today, the basic large-scale games to establish their own database of items to display rich and scale of their game.

Negative impact on

The first negative impact, that is, allows the high-priced virtual micro-transaction items in the MMORPG. Although most of the players have to accept these, heaven horses are open to after-sales in just four hours to create two million U.S. dollars in revenue. But for many people, this represents the transformation of the Blizzard in the joint that Vivendi / Activision,

The second negative impact from the WOW over-simplified. Although the game is very easy to use the game to upgrade the speed is much faster than the speed that you can grasp. The results of which resulted in a powerful illusion, however, the leveling process of the game can not make the novice to master and others team up copy of the job requirements. Copy of the world and leveling the world is completely not the same thing, and newcomers to enter a copy after the full level or to join a union activities had to start learning.

Another big negative impact because the front affect the underground city Finder, which allows players from different servers to team goals and adventure. The emergence of serious damage to an important values: the cohesion of the team. Oversimplified system allows the game to produce a large group of crash the party, between the tanks and the treatment of the growth process to be difficult to DPS, the copy is very vulnerable to the urging of the DPS can not master professional

skills necessary to ultimately led to these two occupations shortages.

The last negative impact on the full level of the game. WOW full level most part, they are repeatedly kill the same super goal was falling all grew up, killing more powerful target acquisition more powerful fall. Once or twice there may be fresh, but if you repeatedly machinery to brush the same copy of more than three times, you can put it referred to as a second career.

WOW Legacy

Perhaps the "World of Warcraft" to bring the industry's most significant change is the mix of design decisions, business practices, and luck together to build out of the game itself. It tells the MMO, even if the WOW out of the market in the future theme class MMO will still continue to exist. In addition to these features of the game itself, WOW capital and business impact is the theme of a MMO profitable.

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