

The Power of Fire

A game modification of Warcraft III: The Frozen Throne

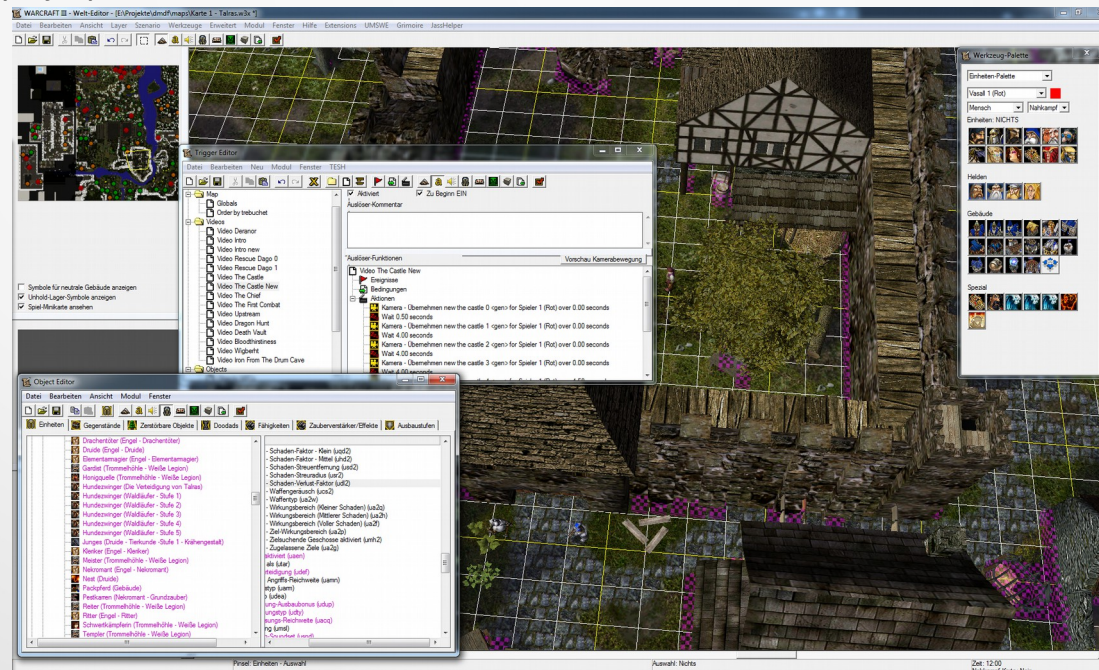
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History of Warcraft

- 1994 - Warcraft: Orcs & Humans
- 1995 - Warcraft II: Tides of Darkness
 - 1996 - Warcraft II: Beyond the Dark Portal
- **2002 - Warcraft III: Reign of Chaos**
 - **2003 - Warcraft III: The Frozen Throne**
- 2004 - World of Warcraft

Modification

- Change content of and add content to the game
- Possibilities:
 - World Editor: Terrain, game objects (items, units etc.)
 - Scripting languages: JASS, vJass, Zinc, Wurst
 - Custom resources: Graphics, sounds
 - Up to 8 MiBytes per map
 - Avoid 8 MiBytes Limit:
 - **Custom data archives (multiplayer)**
 - Campaigns (singleplayer)



Custom Game vs Modification

Custom Game:

- No limits
- Full copyright
- No requirements
- Start from scratch
- Requires more time
- Content and Engine

Modification:

- Limited possibilities
- Limited copyright
- Requires the original game
- Existing engine and tools
- Requires less time
- Focus on content

Existing Maps

- Some popular map types:
 - Aoen of Strife
 - Arena
 - Defense
 - Escape
 - Mini-Game
 - **Role Play Game**
 - Tower Defense
- Some popular maps:
 - Defence of the Ancients (origin of DotA 2 and League of Legends)
 - Footman
 - X Hero Siege
 - Hero Line Wars
- 5520 different maps on Hive Workshop (2015-10-02)

The Power of Fire

- Modification of Warcraft III: The Frozen Throne
- Uses a custom .exe file which has to be started
- Attaches a custom data archive file which has a size of 320 MiBytes (2015-10-02) and contains all data
- 8 different classes with 15 spells each:
 - Cleric
 - Necromancer
 - Druid
 - Knight
 - Dragon Slayer
 - Ranger
 - Elemental Mage
 - Wizard
- Provided maps:
 - **Talras (6 players): Cooperative RPG**
 - Arena (12 players): Player versus Player

Comparison

Original:

- Realtime strategy game
- Control army and base
- Comic style
- Fast multiplayer games
- Not storydriven
- Up to 12 players

Modification:

- Realtime COOP RPG
- Control one single hero
- Realtexture style
- Long multiplayer games
- Storydriven multiplayer
- Up to 6 players

Terrain: Original



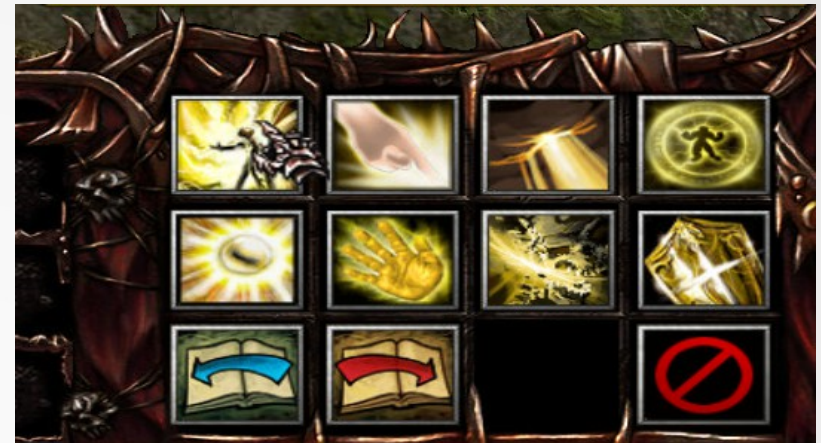
Graphics: Modification

- Custom models
- Realtexture environment
- Less locations but in bigger size



Character Management

- 8 different classes
- 15 spells per class
- Up to level 25
- Backpack and equipment system
- Spell book system
- Automatic revival



Inventory

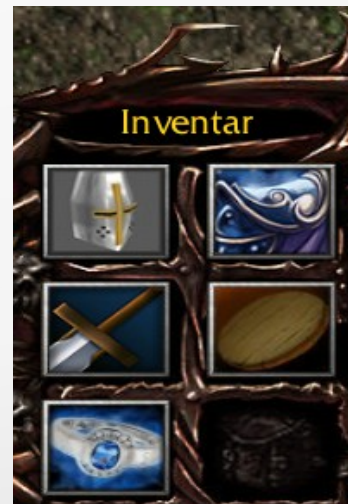
Original

- Original Inventory is limited to 6 items
- No pages, no stacking
- All items are equipped



Modification

- 5 different equipments
- Backpack with 30 bags 3 slots each
- Items of the same type can be stacked



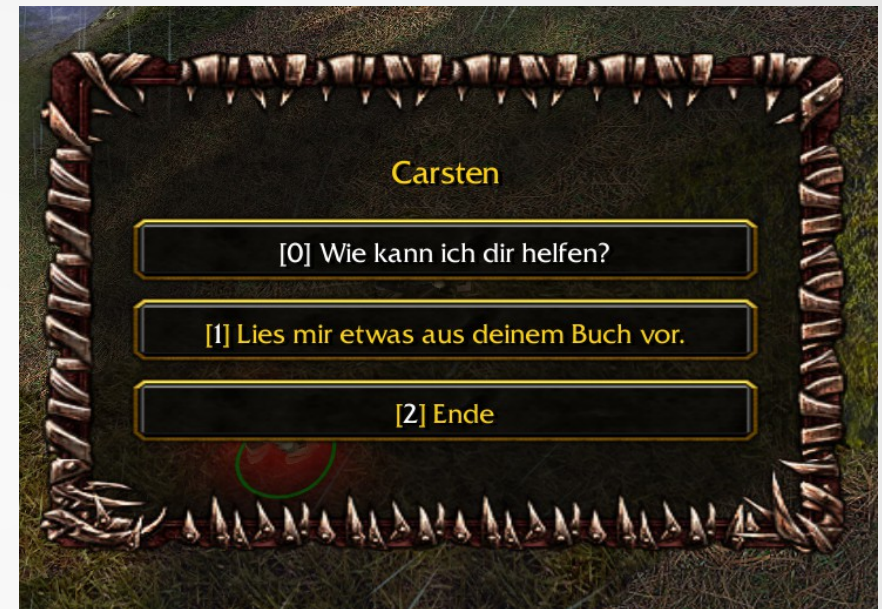
World

- NPCs with daily routines
- NPC have interactive conversations (influenced by Gothic)
- Changing weather
- Respawning creeps
- Respawning items
- Revival points
- Transparent trees



Conversations

- Influenced by Gothic and other RPG games
- Interactive decisions of the player can alter the story
- Provided choices can depend on previous actions or the character's class



Fighting

- PvE
- Optional PvP (team and one vs one)
- Many combinations depending on spells, classes and number of players
- Fair rewards:
 - Shared XP
 - Shared bounty
 - Randomized item drops equally distributed to players

Story

- Humans & High Elves vs Orcs & Dark Elves
- Factions:
 - People from Talras led by Heimrich
 - Norsemen led by Wigberht
 - Orcs and Dark Elves leadership is unknown
 - Demons led by Baldar
 - Holy Warriors led by Haldar
 - Undead led by Deranor the Terrible
 - High Elves led by Dararos
- Shared quests: Players have to solve it together
- Separate quests (optional): Each player can solve it once
- Video sequences: Explain the main story but can be skipped
- Shared fellows: Dragon Slayer, Norsemen etc.

Download and Related Projects

- Download:
 - <http://wc3lib.org/mods.html>
- Related projects:
 - Warcraft III Library: C++ programming library for writing modification tools
 - Advanced Script Library: vJass library providing systems for custom maps and modifications

Community

- www.hiveworkshop.com
- www.wc3c.net
- www.inwarcraft.de
- <http://www.wc3jass.com>
- <http://www.moddb.com/games/warcraft-iii-frozen-throne/mods>

Inactive/closed websites:

- wc3sear.ch (moved to Hive Workshop)