

# Analysis of Mechanics

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**Title:** *[World of Warcraft]*

**Released:** *[2004]*

**Author:** *[Blizzard Entertainment]*

**Primary Genre:** *[MMO RPG]*

**Secondary Genre:** *[Adventure, RPG, Action]*

**Style:** *[Cartoonish]*

## Analysis

### Content

World of Warcraft is the best game of all time. It is primarily a MMO RPG that focuses on group PvE or PvP end game content. It also consists of a large open world. The main gameplay loop of WoW is progressing your character by obtaining better gear through the various end game modes (like raiding, mythic+ dungeons or PvP). The game also has a large casual community that is focused on content like collecting various items from the game's past, playing through all the story quests, doing pokemon style pet battles or interacting with the new housing system.

It is difficult to nail down all the secondary genres of the game just because of the amount of content in the game. The game always had the tried and true MMO end game pillars of raiding and dungeons utilizing the game's tab targetting combat to it's maximum potential, but it's also always experimented with side content in it's expansions. There have been attempts at creating highly replayable roguelite modes in Torghast and Island expeditions both of which failed miserably. With the addition of housing in the current patch, there is now a huge incentive for people who like sandbox/house building games to try WoW.

The RPG elements are all over WoW. Creating your perfect character for roleplaying by choosing a race with specific racial effects. Also the classes fulfill multiple fantasies and there are plenty playstyles to choose from within each class.

All the game's systems and modes are interconted and the players are incentivized to play most of the game. For example, more casual collectors are incentivized to challange themselves and complete harder challanges in the endgame content to get the rewards, like mounts for example.

The visuals are highly stylized so the game never really looks outdated. It's simple enough so the player can see what's going on around him, with mechanics being highlighted.