

Virtualna okruženja  
Laboratorijske vježbe 3

Yassín Said Esteller

The game that we decided to play it was RunScape a MMORPG game. I log in using my facebook account so hopefully they allow the user to play without creating an account. The team which I was playing was performed by:

Real name	User name
Yassin Said Esteller	YEstellerVO
Stanko katic	SkaticVO
Ivan stipic	IstipicVO
Ivan kresic	IkresicVO

Once we create our characters we tried to find us without any result. Finally we figure out how to find us, we first went to the same server and then create the group.



To communicate between us we used the chat to speak for example about the quest:

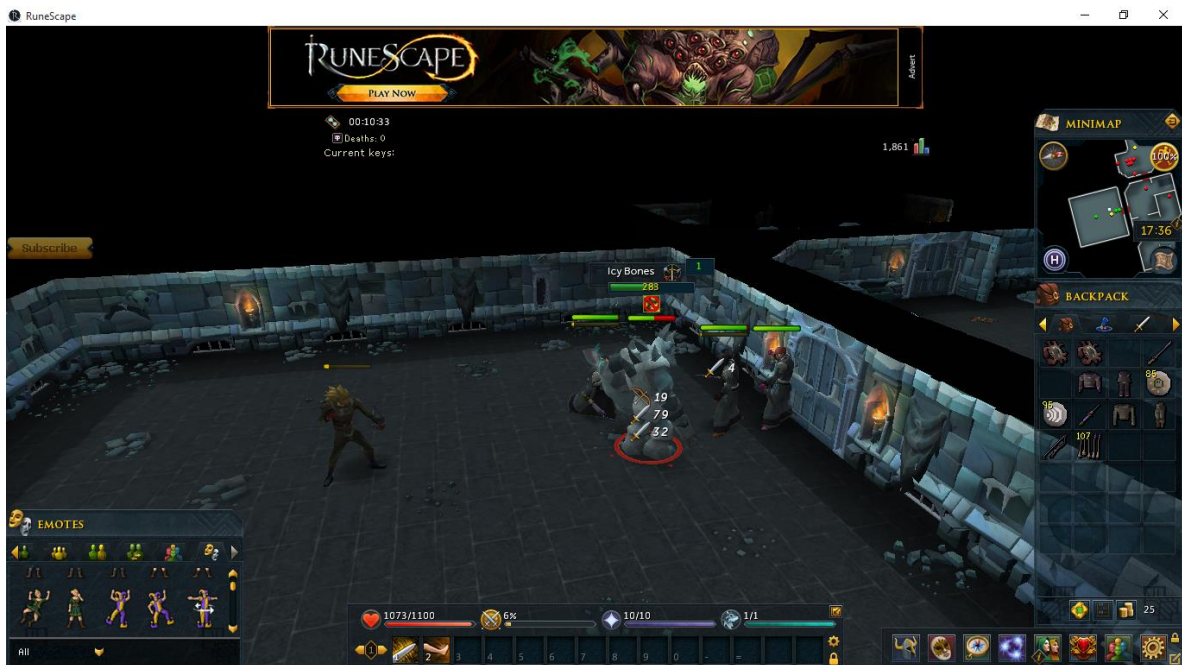


This wasn't easy we spend almost two hours to figure out how to join all the characters to play all together. But hopefully we could make it and find a quest to play as a team.

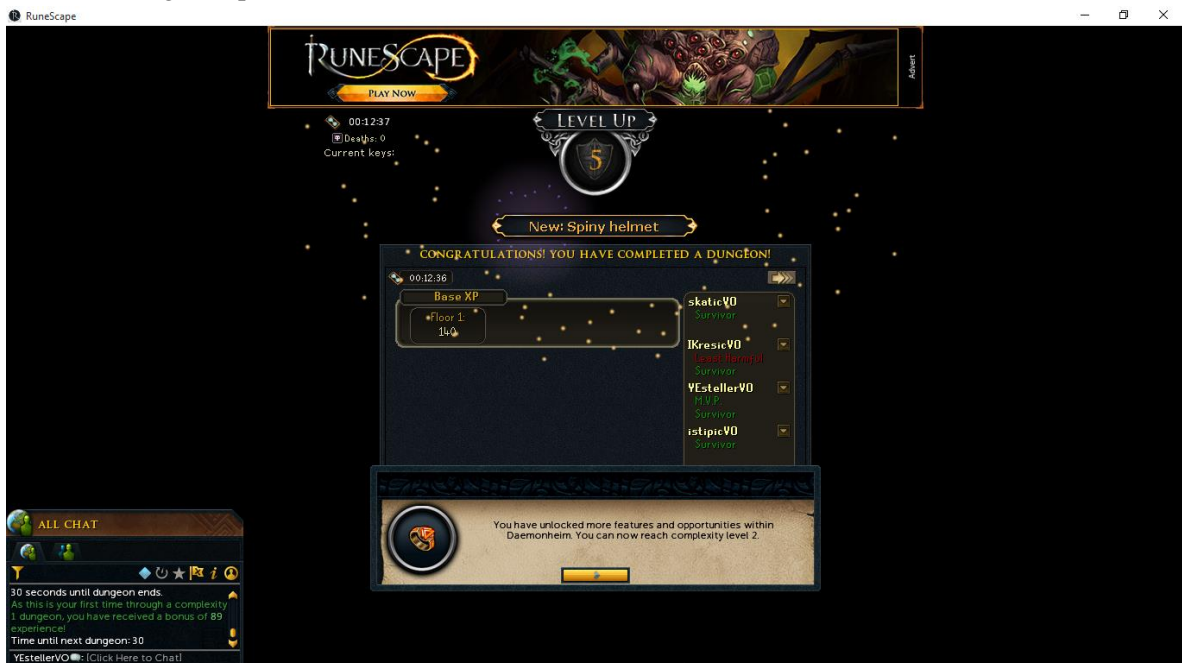
We went through the dungeons, collecting keys to unlock doors, wining our rivals and finally arriving to the final boss.



Here we have a picture of us, fighting against the final boss:



And finalizing our quest



Basically is a MMORPG game but from lots of years ago. It has all the required components: character level, character skills, quests, lots of enemies, etc. But as easily to see that this game is old

just for some details as the quality of the textures or an other aspects that made the game quit difficult to play. To remark one of this aspects we have the follow a character function, sometimes just loses the character that has to follow or takes weird paths to follow like trying to get the quickest path just going to a point in a straight line, therefore hitting a wall resulting in not following at all the character that was supposed to follow.

It has also lots of problems to join all the characters, it was really difficult to go all together to make the quest. But is an interesting game to see how many improvements we have actual games and to realize of how much work is needed to perform a game, not a really god one just a game that works properly.