What makes an RPG?

Rpg’s focus around the character advancement over storytelling.

The role:

Focus on the role of what the player pursues, are we fighting as a protagonist or an antagonist? Do we use cheap methods of fighting i.e. countering, backstabbing and over powered attacks against large waves of enemies? Or are we aiming for a more technical setting where every attack can put you at risk as well as the opponents, are you out in the open? Will you use powerful attacks which take time to recover?

Exploration:

What kind of exploration will the player be able to do? Is it a free roam open world game? Is it periless dungeons which all linked to each other? Each has a factor to the combat as well. Tight areas like dungeons will give the player less areas to escape to and can put them at risk of being ambushed while the open world experience allows players to easily avoid being swarmed.

The combat:

What kind of combat will we use? Turn based which slows down the pace of the game and can draw out a lot of strategy within the combat element, a beat em up where your character has a lot more health and power compared to the minions and just allows the player to watch numbers go up? Or do we focus on the risky combat where AI is intelligent and can counter your attacks just as much as you can with theirs.

Rewards:

Combat exp which allows your weapon strength, defence, health etc to advance allows the player to enjoy more carnage. Weapons should also have different effects that will change the flow of combat. i.e. Hammers swing slower but do more damage, swords swing faster but do lower damage than a hammer etc.

Reference;

<http://sinisterdesign.net/what-makes-an-rpg-an-rpg-a-universal-definition/>