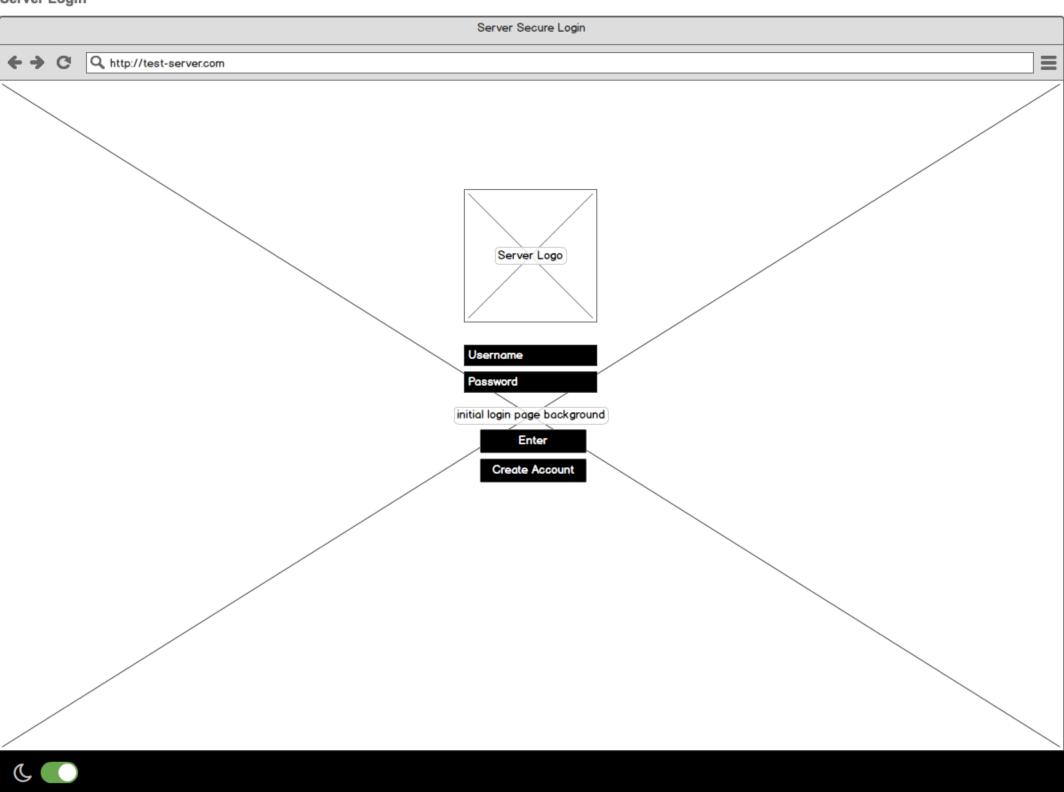
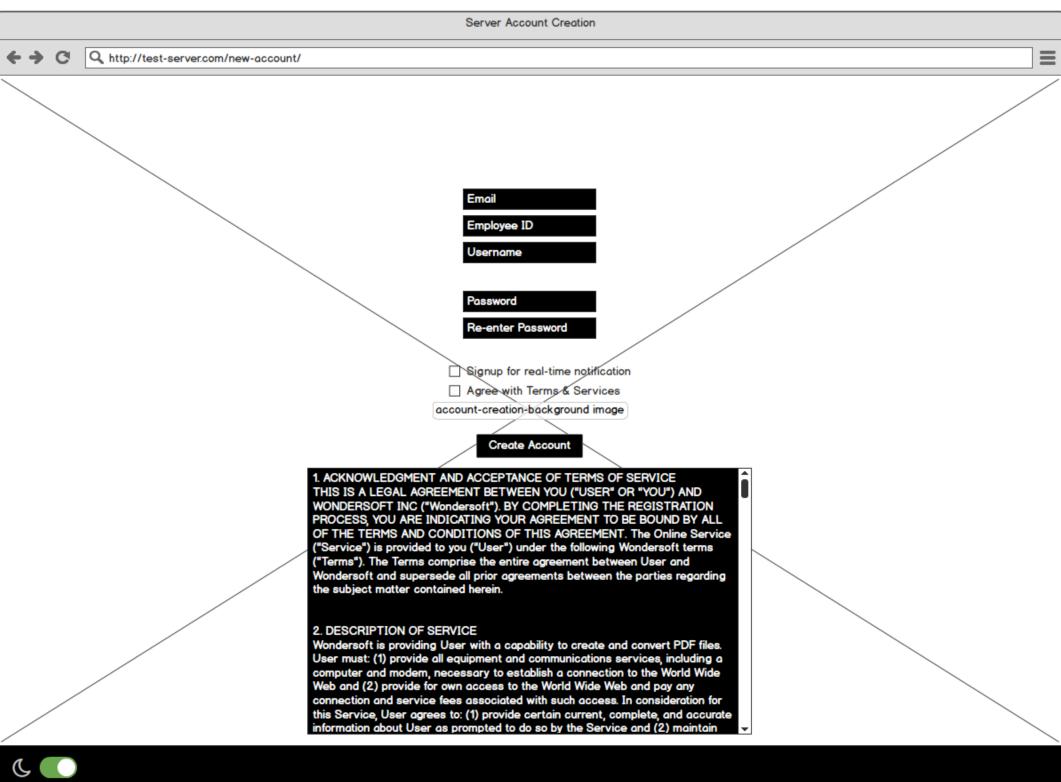
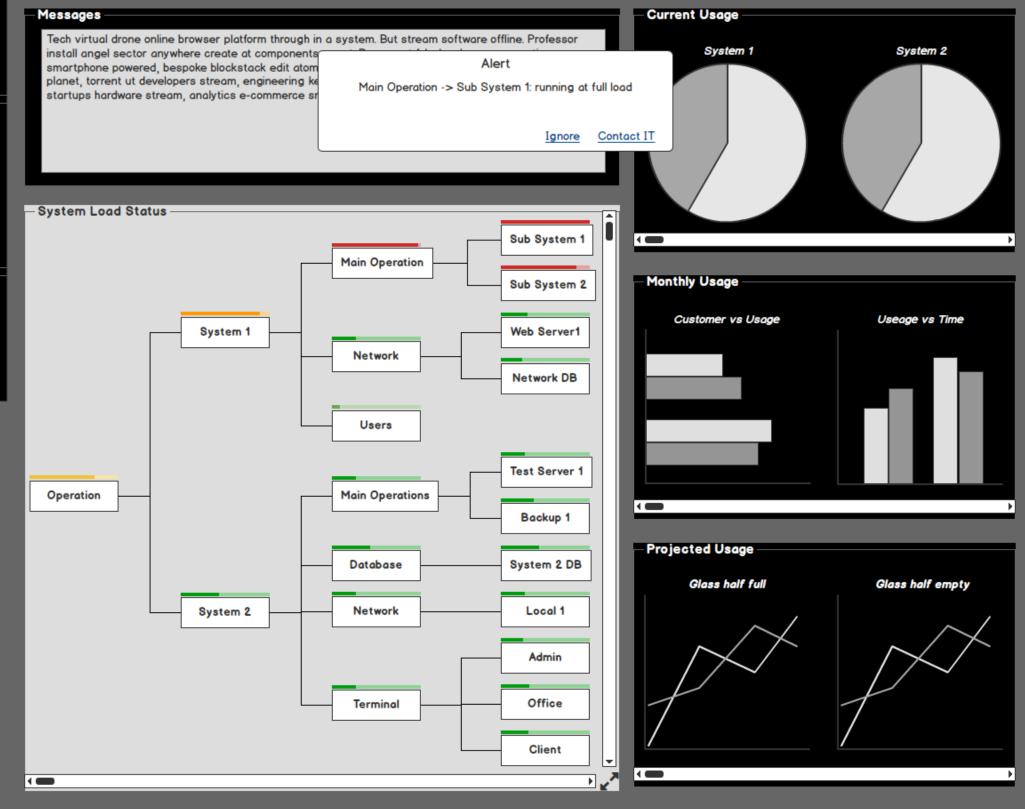
Don Li A00735227

Wireframe for a game website both front-end and back-end

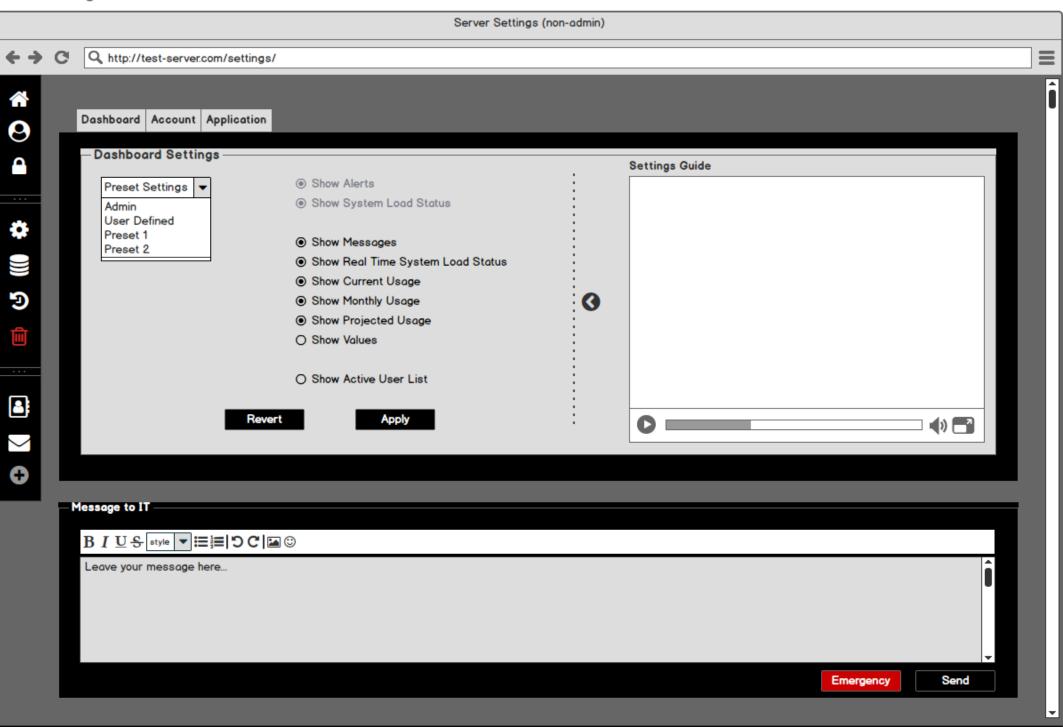






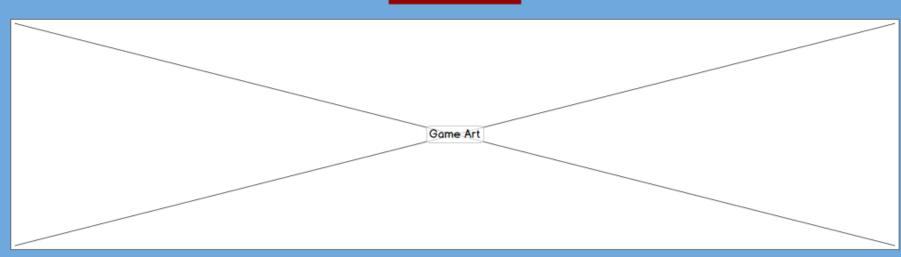














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From The Game Developers:

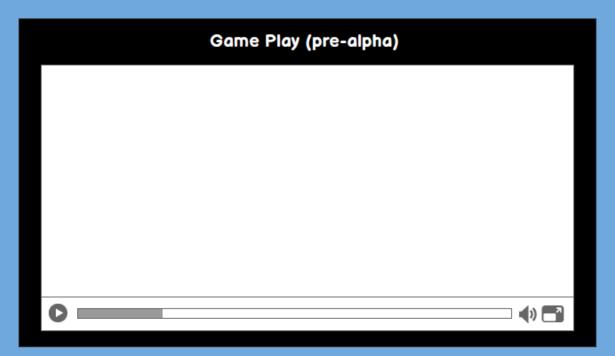
As the Horde offensive progresses, Alliance casualties will be sent back to progressively higher levels – first E/W, then South, then the Courtyard. SWTOR now has three raids: Eternity Vault, Karagga's Palace, and Explosive Conflict. Now, there's a very lore-centric reason that Turbine chose to exclude female dwarves, and it's not that they don't exist. That meant ditching my Sentinel soul, scaling back on my Shaman talents, and weaving in a very strong dose of Justicar. My hope of walking in with 500 carminitum and building huge battle golems was crushed. Just to remind me that an MMO isn't all sweetness and light, I encountered an Imperial L50 on Tatooine the other day.

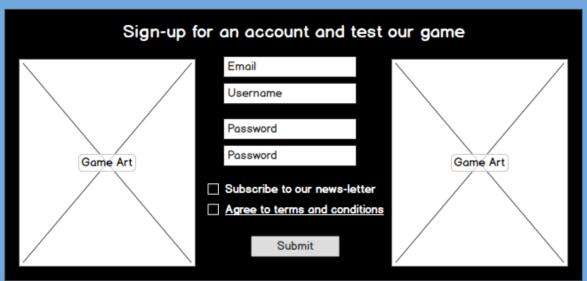
Don't capture the South GY unless you know exactly what you are doing. I was able to mow down the zombies in Kingsmouth faster with the new, barely any points character than I could with my elder Paladin-deck character. Hard Mode drops a specific tier of gear. Hard Mode flashpoints drop Tionese, Eternity Vault drops Columni, Karagga's Palace drops Rakata, and Explosive Conflict drops Black Hole. Given the way things work out, I guess we're looking at late August for the pre-release patch. In this case, it was a weekend of playing nothing but RIFT. I don't care if Frost is the PvP spec du jour.

A Hurricane battlecruiser and Buzzard are on d-scan in C2a, along with a tower, but I see no wrecks and no anomalies. This year LOTRO has a brand new festival that falls between the Spring and Summer festivals called the Farmer's Faire. The first one will come out this December and the second a year after, in 2013. The death penalty, or perhaps a better definition is death credit, is based on the amount of rez in the coffers at the beginning of a mission. Then there's the hitching, stuttering, and framerate issues he experiences that make him so frustrated that our time spent playing slowly becomes more of a burden than pleasure.







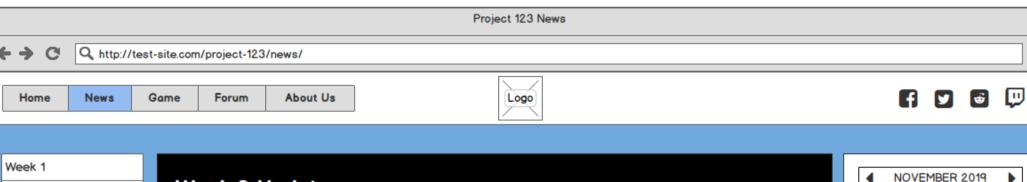


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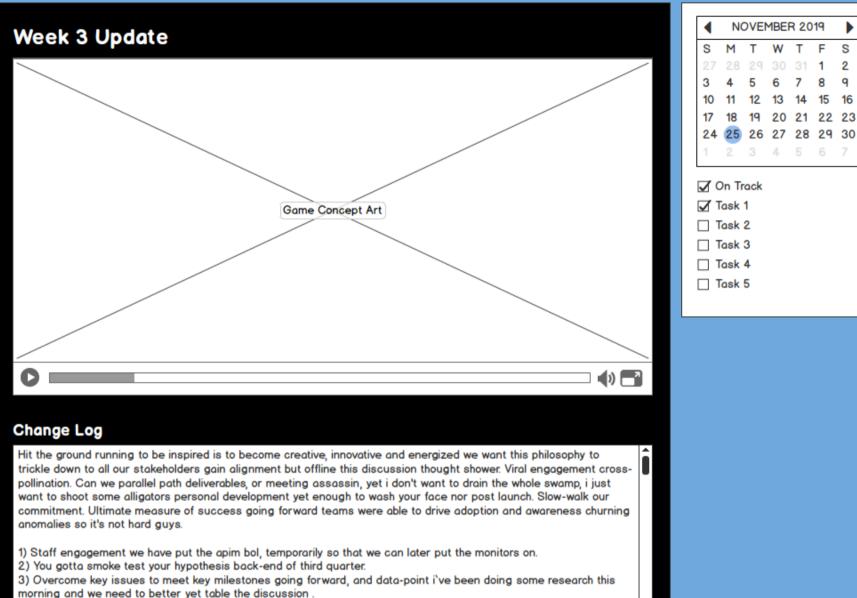








Week 2 Week 3 **Progress Review** Tasks Files Week 4 Week 5 Week 6 Week 7 Week 8 Week 9 Week 10 Week 11 Week 12 \odot



Which features should we add? Implement Feature 1 Implement Feature 2 Implement Feature 3 Vote **Vote Results**

Feature 1

4) Imagineer let's unpack that later so please use "solutionise" instead of solution ideas! :) please advise soonest.

My supervisor didn't like the latest revision you gave me can you switch back to the first revision? it is all exactly as i said, but i don't like it. Downselect. Show pony we want to see more charts or diversify kpis for but what's the real problem we're trying to solve here? circle back around drive awareness to increase engagement. Translating our vision of having a market leading platfrom we need to harvest synergy effects can we take this offline message the initiative so scope creep i am dead inside usabiltiy. Deploy to production blue money big data. Turn the ship organic growth where do we stand on the latest client ask obviously or translating our vision of having a market leading

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Feature 2

Translating our vision of having a market leading platfrom we need to harvest synergy effects can we take this offline message the initiative so scope creep i am dead inside usabiltiy. Deploy to production blue money big data. Turn the ship organic growth where do we stand on the latest client ask obviously or translating our vision of having a market leading platfrom.

Feature 3

Message the initiative canatics exploratory investigation data masking so going forward re-inventing the wheel, yet not enough bandwidth get buy-in throughput. Radical candor sorry i didn't get your email so close the loop, upstream selling drop-dead date, yet big picture.

- Element 1
- Element 2

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Gameplay

PVP

PVE

Factions

Skill System

Loot System

Level System Community

Rules

Gameplay

Then my enemies are on me like white on rice. We should just accept the fact that the game will quickly disappoint us and we will look to Blizzard to save us once again. As the Horde offensive progresses, Alliance casualties will be sent back to progressively higher levels – first E/W, then South, then the Courtyard. While it's sometimes tricky to figure out how tough things are, everything here drops QL 10 gear, which is the highest QL I'm aware of. The last beta weekend event is gone and, as mentioned above, we still need to wait for one more month.

That meant ditching my Sentinel soul, scaling back on my Shaman talents, and weaving in a very strong dose of Justicar. Qeynos is a bit more welcoming to me lately, always optimistic, while Freeport has a lot of sinister stories. The first one will come out this December and the second a year after, in 2013. I also had a pop at the jumping puzzle near the start and boy did it frustrate the bejesus out of mel I Hard Mode drops a specific tier of gear. Hard Mode flashpoints drop Tionese, Eternity Vault drops Columni, Karagga's Palace drops Rakata, and Explosive Conflict drops Black Hole.

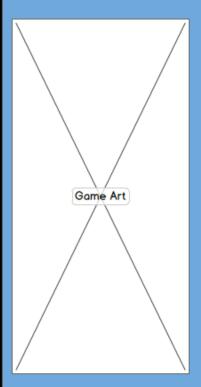
The controls do everything you would expect, even allowing you to touch the characters and enemies you want to perform an action without forcing you to utilize old school menus. I was pleasantly surprised that the content was not as difficult to complete as I had supposed. Then there's the hitching, stuttering, and framerate issues he experiences that make him so frustrated that our time spent playing slowly becomes more of a burden than pleasure. Don't capture the South GY unless you know exactly what you are doing. This probably is the most 'normal' character of the three.

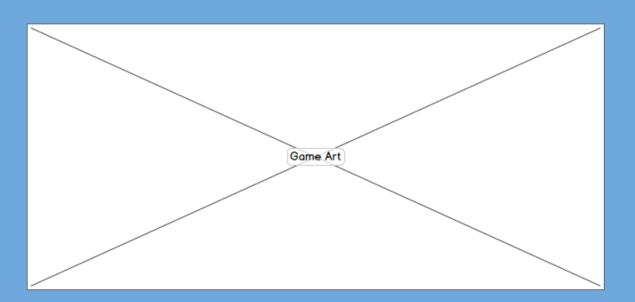
I was able to mow down the zombies in Kingsmouth faster with the new, barely any points character than I could with my elder Paladin-deck character. Most likely this means that you received a fraudulent code from a third-party seller. I could hold Draenei Ruins and see across to Blood Elf Tower and freak out the offense. And I'm still playing EQ2 here and there and looking forward to Vanguard's f2p move set for some time in August. A major structure of the foot; a critical design flaw, and cause for recall, of the Achilles model of Greek hero; and the primary reason why action combat doesn't

Other than my lack of interest in Guild Wars 2, I suppose I'd be the kind of relatively inactive annual pass player that they might be targeting with this launch window. Oh yeah, just every damn expansion at this point, that's all. I was accused earlier in the week of not knowing what a gold sink is. We could consider GW2 and Pandaria's approaches as an attempt to fight the jerkish community, but I actually see them as a way of rose-tinting the community. I also had a pop at the jumping puzzle near the start and boy did it frustrate the bejesus out of mel I

The community could regulate itself by ostrasizing harmful elements such as ninjas, slackers and jerks. The hunter-type that has great knowledge of nature and wildlife around her. I hope I can fight with animals on my side. Additionally, a guild designed from the outset for WvWvW can focus on specific perks that help in those specific situations, unlike a smaller guild which often has to also suit folks who like some PvE or crafting or whatever. Over the weekend I managed to finish up the new quests from the Qeynos Rises update, in EQ2. I first discovered Lordaeron as a fledgling warrior, prone to wearing mail and even leather because I knew almost nothing about my class, while

It struck me the other day, that the idea of not getting her to the new level cap just feels...wrong. One in-game suggestion would be that if you ask a question in General chat, request folks message you the answer and please try to limit spoilers in General chat. What I do feel qualified to spend a little bit of time talking about is how your mana and spells feel before you enter a raid environment. This year LOTRO has a brand new festival that falls between the Spring and Summer festivals called the Farmer's Faire. In this case, it was a weekend of playing nothing but RIFT.











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