* Game World: The interactive potion of the game in which the player’s avatar interacts.
* World generation: how the game algorithmically creates the world, populating it with mountains, meadows, seas, lakes, rivers, beaches, mines, caves, caverns, etc.
* World parameters: The information that defines the scope of the game world. These include the following:
  + world size – the size of the resulting map.
  + world resource level – the level of useful materials available for gathering and mining in the world.
  + pre-generated base – whether the game world has a safe starting location available for the player.
  + enemy spawn rate – defines how populated the world will be with hostile non-player characters.
  + enemy difficulty – how skilled the enemy battle AI is, and how effective their defense stats are.