Alliance vs Horde

Glossary

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Revision History

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Glossary

# Introduction

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What is an RPG game?

A role-playing game (sometimes spelled roleplaying game; abbreviated RPG) is a [game](https://en.wikipedia.org/wiki/Game" \o "Game) in which players assume the roles of [characters](https://en.wikipedia.org/wiki/Player_character" \o "Player character) in a fictional [setting](https://en.wikipedia.org/wiki/Setting_(narrative)" \o "Setting (narrative)). Players take responsibility for acting out these roles within a [narrative](https://en.wikipedia.org/wiki/Narrative" \o "Narrative), either through literal [acting](https://en.wikipedia.org/wiki/Acting" \o "Acting), or through a process of structured decision-making regarding character development. Actions taken within many games succeed or fail according to a formal [system of rules and guidelines](https://en.wikipedia.org/wiki/Role-playing_game_system" \o "Role-playing game system).There are several forms of role-playing games. The original form, sometimes called the [tabletop role-playing game](https://en.wikipedia.org/wiki/Tabletop_role-playing_game" \o "Tabletop role-playing game) (TRPG), is conducted through discussion, whereas in [live action role-playing](https://en.wikipedia.org/wiki/Live_action_role-playing_game" \o "Live action role-playing game) (LARP), players physically perform their characters' actions. In both of these forms, an arranger called a [game master](https://en.wikipedia.org/wiki/Game_master" \o "Game master) (GM) usually decides on the rules and setting to be used, while acting as the referee; each of the other players takes on the role of a single character.Several varieties of RPG also exist in electronic media, such as [multiplayer text-based](https://en.wikipedia.org/wiki/Online_text-based_role-playing_game" \o "Online text-based role-playing game) [Multi-User Dungeons (MUDs)](https://en.wikipedia.org/wiki/MUD) and their graphics-based successors, [massively multiplayer online role-playing games](https://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game" \o "Massively multiplayer online role-playing game) (MMORPGs). Role-playing games also include single-player [role-playing video games](https://en.wikipedia.org/wiki/Role-playing_video_game" \o "Role-playing video game) in which players control a character, or team of characters, who undertake(s) quests, and may include player capabilities that advance using statistical mechanics. These electronic games sometimes share settings and rules with tabletop RPGs, but emphasize [character advancement](https://en.wikipedia.org/wiki/Leveling-up" \o "Leveling-up) more than [collaborative storytelling](https://en.wikipedia.org/wiki/Collaborative_storytelling).This type of game is well-established, so some RPG-related game forms, such as [trading/collectible card games (CCGs)](https://en.wikipedia.org/wiki/Trading_card_game" \o "Trading card game) and [wargames](https://en.wikipedia.org/wiki/Wargaming), may not be included under the definition. Some amount of [role-playing](https://en.wikipedia.org/wiki/Role-playing" \o "Role-playing) activity may be present in such games, but it is not the primary focus. The term role-playing game is also sometimes used to describe games involving [roleplay simulation](https://en.wikipedia.org/wiki/Roleplay_simulation" \o "Roleplay simulation) and exercises used in teaching, training, and academic research.

Role-playing games are played in a wide variety of formats ranging from discussing character interaction in tabletop form to physically acting out characters in [LARP](https://en.wikipedia.org/wiki/Live_action_role-playing_game" \o "Live action role-playing game) to playing characters virtually in digital media.[[14]](https://en.wikipedia.org/wiki/Role-playing_game#cite_note-Tychsen2007-14) There is also a great variety of [systems of rules](https://en.wikipedia.org/wiki/Role-playing_game_system" \o "Role-playing game system) and [game settings](https://en.wikipedia.org/wiki/Campaign_setting). Games that emphasize plot and character interaction over game mechanics and combat sometimes prefer the name [storytelling game](https://en.wikipedia.org/wiki/Storytelling_game" \o "Storytelling game). These types of games tend to minimize or altogether eliminate the use of dice or other randomizing elements. Some games are played with characters created before the game by the GM, rather than those created by the players. This type of game is typically played at [gaming conventions](https://en.wikipedia.org/wiki/Gaming_convention" \o "Gaming convention), or in standalone games that do not form part of a campaign.

### Tabletop

Tabletop and pen-and-paper (PnP) RPGs are conducted through discussion in a small social gathering. The GM describes the game world and its inhabitants. The other players describe the intended actions of their characters, and the GM describes the outcomes. Some outcomes are determined by the game system, and some are chosen by the GM.

This is the format in which role-playing games were first popularized. The first commercially available RPG, [Dungeons & Dragons](https://en.wikipedia.org/wiki/Dungeons_%26_Dragons" \o "Dungeons & Dragons) (D&D), was inspired by [fantasy literature](https://en.wikipedia.org/wiki/Fantasy_literature" \o "Fantasy literature) and the [wargaming](https://en.wikipedia.org/wiki/Wargaming" \o "Wargaming) hobby and was published in 1974. The popularity of D&D led to the birth of the tabletop role-playing game industry, which publishes games with many different themes, rules, and styles of play. The popularity of tabletop games has decreased since the modern releases of online MMO RPGs. This format is often referred to simply as a role-playing game. To distinguish this form of RPG from other formats, the [retronyms](https://en.wikipedia.org/wiki/Retronym" \o "Retronym) tabletop role-playing game or pen and paper role-playing game are sometimes used, though neither a table nor pen and paper are strictly necessary.

### Live action

Main article: [Live action role-playing game](https://en.wikipedia.org/wiki/Live_action_role-playing_game)

A LARP is played more like [improvisational theatre](https://en.wikipedia.org/wiki/Improvisational_theatre). Participants act out their characters' actions instead of describing them, and the real environment is used to represent the imaginary setting of the game world. Players are often costumed as their characters and use appropriate props, and the venue may be decorated to resemble the fictional setting. Some live action role-playing games use [rock-paper-scissors](https://en.wikipedia.org/wiki/Rock-paper-scissors" \o "Rock-paper-scissors) or comparison of attributes to resolve conflicts symbolically, while other LARPs use physical combat with simulated arms such as [airsoft guns](https://en.wikipedia.org/wiki/Airsoft_gun" \o "Airsoft gun) or [foam weapons](https://en.wikipedia.org/wiki/Foam_weapon). LARPs vary in size from a handful of players to several thousand, and in duration from a couple of hours to several days. Because the number of players in a LARP is usually larger than in a tabletop role-playing game, and the players may be interacting in separate physical spaces, there is typically less of an emphasis on tightly maintaining a narrative or directly entertaining the players, and game sessions are often managed in a more distributed manner.

### Electronic media

An adventurer finds a teleportation portal while exploring a dungeon in the role-playing video game [Falcon's Eye](https://en.wikipedia.org/wiki/Falcon%27s_Eye).Tabletop role-playing games have been translated into a variety of electronic formats. As early as 1974, the same year as the release of Dungeons & Dragons, unlicensed versions of it were developed on mainframe university systems under titles such as dnd and Dungeon. These early computer RPGs influenced all of electronic gaming, as well as spawning the role-playing [video game](https://en.wikipedia.org/wiki/Video_game) genre. Some authors divide digital role-playing games into two intertwined groups: single player games using RPG-style mechanics, and multiplayer games incorporating social interaction.

#### Single-player

Single player role-playing video games form a loosely defined genre of computer and console games with origins in role-playing games such as Dungeons & Dragons, on which they base much of their terminology, settings, and game mechanics. This translation changes the experience of the game, providing a visual representation of the world but emphasizing statistical character development over collaborative, interactive storytelling.

#### Multiplayer

Typical MUD interface for [God Wars II](https://en.wikipedia.org/wiki/God_Wars_II).Main articles: [Online text-based role-playing game](https://en.wikipedia.org/wiki/Online_text-based_role-playing_game) and [Massively multi-player online role-playing game](https://en.wikipedia.org/wiki/Massively_multi-player_online_role-playing_game)[Online text-base role-playing games](https://en.wikipedia.org/wiki/Online_text-based_role-playing_game) involve many players using some type of text-based interface and an Internet connection to play an RPG. Games played in a real-time way include [MUDs](https://en.wikipedia.org/wiki/MUD" \o "MUD), [MUSHes](https://en.wikipedia.org/wiki/MUSH), and other varieties of [MU\*](https://en.wikipedia.org/wiki/MU*" \o "MU*). Games played in a turn-based fashion include [play-by-mail games](https://en.wikipedia.org/wiki/Play-by-mail_game" \o "Play-by-mail game) and [play-by-post games](https://en.wikipedia.org/wiki/Play-by-post_game).[Massively multiplayer online role-playing games](https://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game) (MMORPGs) combine the large-scale social interaction and [persistent world](https://en.wikipedia.org/wiki/Persistent_world" \o "Persistent world) of MUDs with graphic interfaces. Most MMORPGs do not actively promote in-character role-playing, however players can use the games' communication functions to role-play so long as other players cooperate. The majority of players in MMORPGs do not engage in role-play in this sense. [Computer-assisted gaming](https://en.wikipedia.org/wiki/Computer-assisted_gaming) can be used to add elements of computer gaming to in-person tabletop role-playing, where computers are used for record-keeping and sometimes to resolve combat, while the participants generally make decisions concerning character interaction.

This project will be a Multiplayer one.Similar with World of Warcraft and Diablo3 from Blizzard we will try to capture the attention of players and give them a good relaxing game.

# Glossary

[Present the noteworthy terms and their definition, format and validation rules if appropriate.]

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| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
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