



Characteristics of RPG Video Games

Role-playing video-games use much of the same terminology, settings and game mechanics as early tabletop role-playing games such as Dungeons & Dragons.[2] Players control a central game character, or multiple game characters, usually called a party, and attain victory by completing a series of quests or reaching the conclusion of a central storyline. Players explore a game world, while solving puzzles and engaging in combat. A key feature of the genre is that character grow in power and abilities, and characters are typically designed by the player.[1] RPGs rarely challenge a player's physical coordination or reaction time, with the exception of action role-playing games.[3]

Role-playing video-games typically rely on a highly developed story and setting,[4] which is divided into a number of quests. Players control one or several characters by issuing commands, which are performed by the character at an effectiveness determined by that character's numeric attributes. Often these attributes increase each time a character gains a level, and a character's level goes up each time the player accumulates a certain amount of experience.[5]

Role-playing video-games also typically attempt to offer more complex and dynamic character interaction than what is found in other video-game genres. This usually involves additional focus on the artificial intelligence and scripted behavior.

Story and setting

The premise of many role-playing games tasks the player with saving the world, or whichever level of society is threatened.[citation needed] There are often twists and turns as the story progresses, such as the surprise-appearance of estranged relatives, or enemies who become friends or vice versa.[2] The game world tends to be set in a fantasy or science-fiction universe,[7] which allows players to do things they cannot do in real life and helps players suspend their disbelief about the rapid character growth. To a lesser extent, settings closer to the present day or near future are possible.[2]



The story often provides much of the entertainment in the game, because these games have strong storylines, they can often make effective use of recorded dialog and voiceover narration. Players of these games tend to appreciate long storylines more than players of other action games. While most games advance the plot when the player defeats an enemy or completes a level, role-playing games often progress the plot based on other important decisions. For example, a player may make the decision to join a guild, thus triggering a progression in the storyline that is usually irreversible. New elements in the story may also be triggered by mere arrival in an area, rather than completing a specific challenge. The plot is usually divided so that each game location is an opportunity to reveal a new chapter in the story.[3]

Pen-and-paper role-playing games typically involve a player called the game-master (or GM for short) who can dynamically create the story, setting, and rules, and react to a player's choices.[8] In role-playing video games, the computer performs the function of the gamemaster. This offers the player a smaller set of possible actions, since computers can't engage in imaginative acting comparable to a skilled human gamemaster. In exchange, the typical role-playing video game may have storyline branches, user interfaces, and stylized cutscenes and gameplay to offer a more direct storytelling mechanism. Characterization of non-player characters in video games is often handled using a dialog tree. Saying the right things to the right non-player characters will elicit useful information for the player, and may even result in other rewards such as items or experience, as well as opening up possible storyline branches. Multiplayer online role-playing games can offer an exception to this contract by allowing human interaction among multiple players and in some cases enabling a player to perform the role

Exploration and quests

Exploring the world is an important aspect of many RPGs.[3] Players will walk through, talk to non-player characters, picking up objects, and avoiding traps.[3] Some games, such as NetHack, Diablo, and the FATE series randomize the structure of individual levels, increasing the game's variety and replayability.[3] Role-playing games where players complete quests by exploring randomly generated dungeons and which include permadeath are called roguelikes, named after the 1980 video game Rogue.[10]

The game's story is often mapped onto exploration, where each chapter of the story is mapped onto a different location. RPGs usually allow players to return to previously visited locations. Usually, there is nothing left to do there, although some locations change throughout the story and offer the player new things to do in response. Players must acquire enough power to overcome a major challenge in order to progress to the next area, and this structure can be compared to the boss battles at the end of levels in action games.[3]

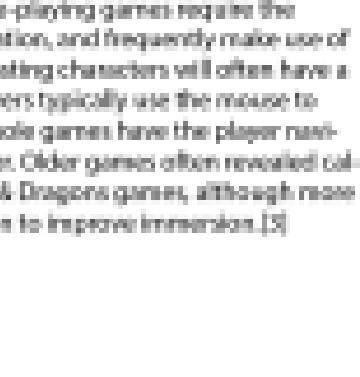
The player typically must complete a linear sequence of certain quests in order to reach the end of the game's story, although quests in some games such as Arcanum or Geneforge can limit or enable certain choices later in the game.[citation needed] Many RPGs also often allow the player to seek out optional side-quests and character interactions. Quests of this sort can be found by talking to a non-player character, and there may be no penalty for abandoning or ignoring these quests other than a missed opportunity or reward.[3] Quests may involve defeating one or many enemies, rescuing a non-player character, item fetch quests, or locational puzzles such as mysteriously locked doors.[citation needed]

Items and inventory

Players can find loot (such as clothing, weapons, and armor) throughout the game world and collect it.[3] Players can trade items for currency and better equipment. Trade takes place while interacting with certain friendly non-player characters, such as shopkeepers, and often uses a specialized trading screen. Purchased items go into the player's inventory. Some games turn inventory management into a logistical challenge by limiting the size of the player's inventory, thus forcing the player to decide what they must carry at the time.[11] This can be done by limiting the maximum weight that a player can carry, by employing a system of arranging items in a virtual space, or by

Character actions and abilities

Most of the actions in an RPG are performed indirectly, with the player selecting an action and the character performing it by their own accord.[3] Success of that action depends on the character's numeric attributes. Role-playing video games often translate dice-rolling mechanics from non-electronic role-playing games to determine success or failure. As a character's attributes improve, their



Many role-playing games allow players to play as an evil character. Although soiling and murdering indiscriminately may make it easier to get money, there are usually consequences in that other characters will become uncooperative or even hostile towards the player. Thus, these games allow players to make moral choices, but force players to live with the consequences of their actions.[3] Games often let the player control an entire party of characters. However, if winning is contingent upon the survival of a single character, then that character effectively becomes the player's avatar.[3] An example of this would be in Baldur's Gate, where if the character created by the player dies, the game ends and a previous save needs to be loaded.[12]

Although some single-player role-playing games give the player an avatar that is largely predefined for the sake of telling a specific story, many role-playing games make use of a character creation screen. This allows players to choose their character's sex, their race or species, and their character class. Although many of these traits are cosmetic, there are functional aspects as well. Character classes will have different abilities and strengths. Common classes include fighters, spellcasters, thieves with stealth abilities, and clerics with healing abilities, or a mixed class, such as a fighter who can cast simple spells. Characters will also have a range of physical attributes such as dexterity and strength, which affect a player's performance in combat. Mental attributes such as intelligence may affect a player's ability to perform and learn spells, while social attributes such as charisma may limit the player's choices while conversing with non-player characters. These attribute systems often strongly resemble the Dungeons & Dragons system.[3][13]

Some role-playing games make use of magical powers, or equivalents such as psychic powers or advanced technology. These abilities are confined to specific characters such as mages, spellcasters, or magic-users. In games where the player controls multiple characters, these magic-users usually complement the physical strength of other classes. Magic can be used to attack, to defend, or to temporarily change an enemy or ally's attributes. While some games allow players to gradually consume a spell, as ammunition is consumed by a gun, most games offer players a finite amount of mana which can be spent on any spell. Mana is restored by resting or by consuming potions.

Experience and levels

Although the characterization of the game's avatar will develop through storytelling, characters may also become more functionally powerful by gaining new skills, weapons, and magic. This creates a positive-feedback cycle that is central to most role-playing games: The player grows in power, allowing them to overcome more difficult challenges, and gain even more power.[3] This is part of the appeal of the genre, where players experience growing from an ordinary person into a superhero with amazing powers. Whereas other games give the player these powers immediately, the player in a role-playing game will choose their powers and skills as they gain experience.[3]

Role-playing games usually measure progress by counting experience points and character levels. Experience is usually earned by defeating enemies in combat, with some games offering experience for completing certain quests or conversations. Experience becomes a form of score, and accumulating a certain amount of experience will cause the character's level to go up. This is called "levelling up", and gives the player an opportunity to raise one or more of his character's attributes. Many RPGs allow players to choose how to improve their character, by allocating a finite number of points into the attributes of their choice.[3] Gaining experience will also unlock new magic spells for characters that use magic.[3]

Some role-playing games also give the player specific skill points, which can be used to unlock a new skill or improve an existing one. This may sometimes be implemented as a skill tree. As with the technology trees seen in strategy video games, learning a particular skill in the tree will unlock more powerful skills deeper in the tree.[3]

These different systems of rewarding the player characters for solving the tasks in the game can be set apart: the experience system (also known as the "level-based" system), the training system (also known as the "skill-based" system) and the skill-point system (also known as "level-free" system).

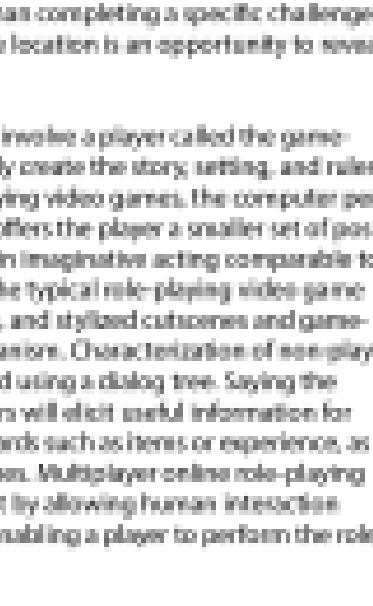
The experience system, by far the most common, was inherited from pen-and-paper role-playing games and emphasizes receiving "experience points" (often abbreviated "XP" or "EXP") by winning battles, performing class-specific activities, and completing quests. Once a certain amount of experience is gained, the character advances a level. In some games, level-up occurs automatically when the required amount of experience is reached; in others, the player can choose when and where to advance a level. Likewise, abilities and attributes may increase automatically or manually.[citation needed]

The training system is similar to the way the basic Role-Playing system works. The first video game to use this was Dungeon Master[citation needed] which emphasized developing the character's skills by using them—meaning that if a character uses a sword for some time, he or she will become proficient with it.[citation needed]

Finally, in the skill-point system (as used in Vampire: The Masquerade – Bloodlines for example) the character is rewarded with "skill points" for completing quests, which then can be directly used to "buy" skills and/or attributes, without having to wait until the next "level up".[citation needed]

Combat

Older games often separated combat into its own mode of gameplay, distinct from exploring the game world. More recent games tend to maintain a consistent perspective for exploration and combat.[3] Some games, especially earlier video-games, generate battles from random encounters; more modern RPGs are more likely to have persistent wandering monsters that move about the game world independently of the player. Most RPGs also use stationary boss encounters in key positions, and automatically trigger battles with them when the PCs enter those locations or perform certain actions.[citation needed] Combat options typically involve positioning characters, selecting which enemy to attack, and executing special skills such as casting spells.[3]



In a classical turn-based system, only one character may act at a time, all other characters remain still, with a few exceptions that may involve the use of special abilities. The order in which the characters act is usually dependent on their attributes, such as speed or agility. This system rewards strategic planning more than quickness. It also points to the fact that realism in games is a means to the end of immersion in the game world, not an end in itself. A turn-based system makes it possible, for example, to run within range of an opponent and kill him before he gets a chance to act, or duck out from behind hard cover, fire, and retreat back without an opponent being able to fire, which are of course both impossibilities. However, tactical possibilities have been created by this unreality that did not exist before; the player determines whether the loss of immersion in the game world is worth the satisfaction gained from the development of the tactic and its successful execution. Fallout has been praised as being "the shining example of a good turn-based Combat System (sic)".[14]

Real-time combat can import features from action games, creating a hybrid action/RPG game genre. But other RPG battle systems such as the Final Fantasy battle system have imported real-time combat without emphasizing coordination or reflexes. Other systems combine real-time combat with the ability to pause the game and issue orders to all characters under his/her control; when the game is unpause, all characters follow the orders they were given. This "real-time with pause" system (RTwP) has been particularly popular in games designed by Bioware. The most famous RTwP engine is the Infinity Engine. Other engines for "real-time with pause" include "active pause" and "semi-real-time".[14][15] Final Fantasy VII Remake used the semi-real-time system Smart Pause Mode (SPM) because it would automatically pause based on a number of user-configurable settings.[16] Fallout Tactics: Brotherhood of Steel and Arcanum: Of Steamworks and Magick Obscura offered players the option to play in either turn-based or RTwP mode via a configuration setting. The latter also offered a "fast turn-based" mode, though all three of the game's modes were criticized for being poorly balanced and oversimplified.[17][18]

Early Ultima games featured timed turns; they were strictly turn-based, but if the player waited more than a second or so to issue a command, the game would automatically issue a pass command, allowing the monsters to take a turn while the PCs did nothing.[citation needed]

There is a further subdivision by the structure of the battle system; in many early games, such as Wizardry, monsters and the party are arrayed into ranks, and can only attack enemies in the front rank with melee weapons. Other games, such as most of the Ultima series, employed duplicates of the miniature combat system traditionally used in the early role-playing games. Representations of the player characters and monsters would move around an arena modeled after the surrounding terrain, attacking any enemies that are sufficiently nearby.[citation needed]

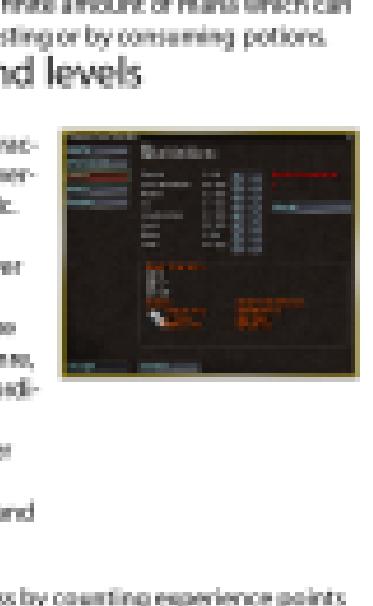
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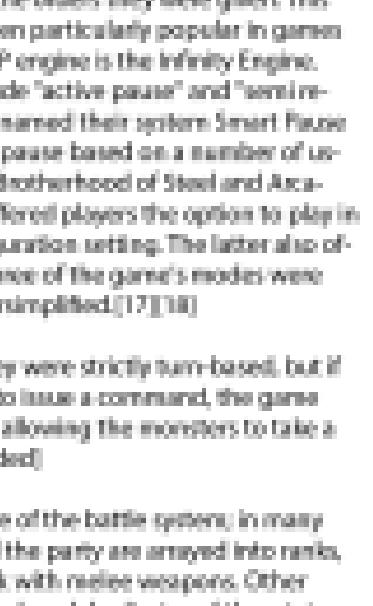
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Interface and graphics

Players typically navigate the game world from a first or third-person perspective in 3D RPGs. However, an isometric or aerial top-down perspective is common in party-based RPGs. In order to give the player a clear view of their entire party and their surroundings,[18] role-playing games require the player to manage a large amount of information, and frequently make use of a windowed interface. For example, spell-casting characters will often have a menu of spells they can use. On the PC, players typically use the mouse to click on icons and menu options, while console gamers have the player navigate through menus using a game controller. Older games often revealed calculations of the game as seen in Dungeons & Dragons games, although more recent games have removed this information to improve immersion.[3]



A screenshot from a video game, likely a RPG or adventure game. The character is a small figure in the center-left of the frame, wearing a blue tunic and brown pants. They are standing on a patch of green grass. In the background, there are several tall, thin trees with sparse leaves. The sky is a clear, pale blue. The overall style is pixelated and colorful, characteristic of indie or retro-style games.

the question of whether there is a relationship between the proportion of women in a company and the proportion of women in management and the proportion of women in executive positions. The following table shows the results of this regression analysis.



permanently linked with the player, resulting in a true audience participation technique by the user as well as the absence of their action-dependent live participation techniques. Although these other video game action mechanisms may not be as common, some playing patterns deserve mention as evidence for a character's audience response that shows a sense of ownership of a particular action outcome [2].

Many video playing patterns allow players to play as certain characters although naming and describing interestingly they think harder to get away than are easily consequences in that other characters will become more responsive even hostile towards the player. Thus, these game affordances can make more choices for how a player can act with the consequence actions [3] because most of the game content creates party of characters because of the single participant's control of a single character. Previous studies also distinguish the player's role [2]. An example of this could be in Hitler's Game where Hitler has to constantly tell the player that the game goes and a previous one cannot be instantly [4].

characteristics that have advantages and disadvantages. Although many of these traits are neutral, there are functional aspects overall. Characters do not have different abilities and strengths. Examples from *StarCraft II* players, specifically those without units, players can choose among playing as a race such as a lighter zerg or a slower yet more durable character. Characters will also have a range of physical abilities such as movement speed and strength which affects a player's performance in combat. These abilities such as intelligence can affect players' multiple performance areas such as, when used correctly can outmaneuver, and the player's ability to communicate with their player characters. These positive aspects also strongly correlate to *StarCraft II* players' skill (Figure 1).

From this relationship we developed a range of positive or negative aspects of game performance related to learning. These factors are related to specific characters such as zerg, marines, or marauders. Specifically, the players correctly identify themselves as

more or less easily controlled by the player through other players. These traits include control, attack, building, and resource management, and strategy. While some positive strengths are negatively correlated with some negative traits, the negative traits are more often than not present after players achieve a certain level which makes positives are well. There is a negative correlation to the negatively positive. These factors are also positively correlated with each other because characters making mistakes [1].

... 100



A screenshot from the game Super Mario Bros. showing Mario standing on a grey platform above a red brick floor. He is facing right, looking at a green pipe on the floor. The pipe has the word "PIPE" written on it.

genetic and environmental influences on psychopathology are often studied by twin pairs, especially older older pairs, because heritability from adoption studies are more robust [2]. In addition, family history provides another important information about the genetic and environmental etiology of the phenotypic traits. This can strengthen the association analysis, and automatically trigger further investigation about the genetic location of specific genes.

Within disease models, Classification family trees provide a hierarchical clustering of individuals with respect to their disease status. In this context, we can say that a specific research strategy is to identify genetic variants that are associated with the disease status. In other words, the disease status is generally considered as the dependent variable in the gene model, and an individual's health status is the independent variable. For example, if a particular single nucleotide polymorphism (SNP) has a positive effect on the disease status, it can be inferred that the SNP is associated with the disease status. This approach is called "forward selection" or "forward regression".

During my first year at the University of Michigan, I was fortunate to take a course in the History of the English Language taught by Dr. John R. Green.



They were mostly well educated but in the pre-war period most had no education at all. In fact, amongst the poor most undoubtedly have never learned. Although he was one of the principal members of the Panchayat Sangathan movement there is a further difference in the structure of the party system. There are many poorer, more or less illiterate members and they are not equipped with such knowledge and it is because of this that the party has been unable to spread its influence amongst other groups, although most of the Jats have employed their skills in the construction and yellow building of the roads, canals, etc.



Character actions and player choice

Role-playing video games feature a wide range of character actions and abilities. These include basic actions such as running, jumping, and attacking, as well as more complex actions like interacting with objects or environments, solving puzzles, and performing specific tasks. The range of possible actions and abilities available to a character depends on their class and level, as well as the specific game mechanics and story context.

Role-playing video games typically allow a high degree of freedom and control, which enables players to choose their own path through the game world. This can lead to different outcomes and experiences for each player, as they explore the game's world and interact with its various elements.

In many role-playing video games, players have the ability to customize their character's appearance and abilities. This can involve selecting a character's race, class, and equipment, as well as choosing their name and backstory. Some games also allow players to create their own characters from scratch, using a character creator tool.

The player's actions and choices in the game world often affect the game's outcome. For example, if a player chooses to attack an enemy, the enemy will defend itself, and the player may suffer damage. If the player instead chooses to flee, the enemy may chase them, and the player may escape unharmed. These choices can have a significant impact on the game's story and progression.

Role-playing video games also feature a variety of social interactions between characters. These interactions can range from friendly conversations to hostile confrontations. Characters may interact with each other through dialogue, trading items, or completing cooperative missions. These interactions can provide opportunities for role-playing characters to form alliances or enemies, as well as for players to work together to solve puzzles or defeat bosses.

Role-playing video games often include a system for tracking progress and achievements. This can involve leveling up, collecting items, or completing quests. Achievements are typically rewarded with in-game currency or other rewards, such as experience points or items. Some games also feature a system for tracking player statistics, such as kills, deaths, and damage dealt.

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The general goal of computer-advised games is to play the game with strong feedback and self-improvement (cf. Dillenbourg & Klahr, 1999).

However, as stated, there are other goals and forms of computer-advised games than the simple enhancement of increased strategic awareness and better function and overall. Computer-advised games can also be challenging or even frustrating (cf. Dillenbourg & Klahr, 1999). This challenge phase is to those they want them to feel good. However, it is assumed that individualized feedback provides specific information about what the player did right, supporting the player's self-esteem and increasing the player's self-efficacy (cf. Dillenbourg & Klahr, 1999).

The story phase provides much of the entertainment in the game. Because these games have strong storyline, they are often quite effective at keeping players and interests involved. Players of these games tend to become fully engrossed into their player activities when playing. This means that the audience follows along with the game's events at least at a minimum level. This may bring you another progression factor, based on other important factors. For example, players may make the decision to leave a game that requires a progression. The storyline from mostly maintains their motivation (Dillenbourg & Klahr, 1999). Triggered by their desire to go on, they may keep playing as soon as they finish the game. This usually makes the game easier to set up memory to recall a new chapter from memory (cf. Dillenbourg & Klahr, 1999).

Personalized computer-advised games basically involve a player called the generator (or player) who independently creates the story telling process, interacting with a program that wants to take playing over again. The generator performs the function of a game generator. This allows the player to realize their own goals and interests. Personalized computer-advised games require a solid basic knowledge because the basic rule of playing video games has been highly simplified over the years. Computer-advised games require that the action must start playing immediately.

One of the main goals of computer-advised games is that the player is often learning during a game. Games are designed to increase

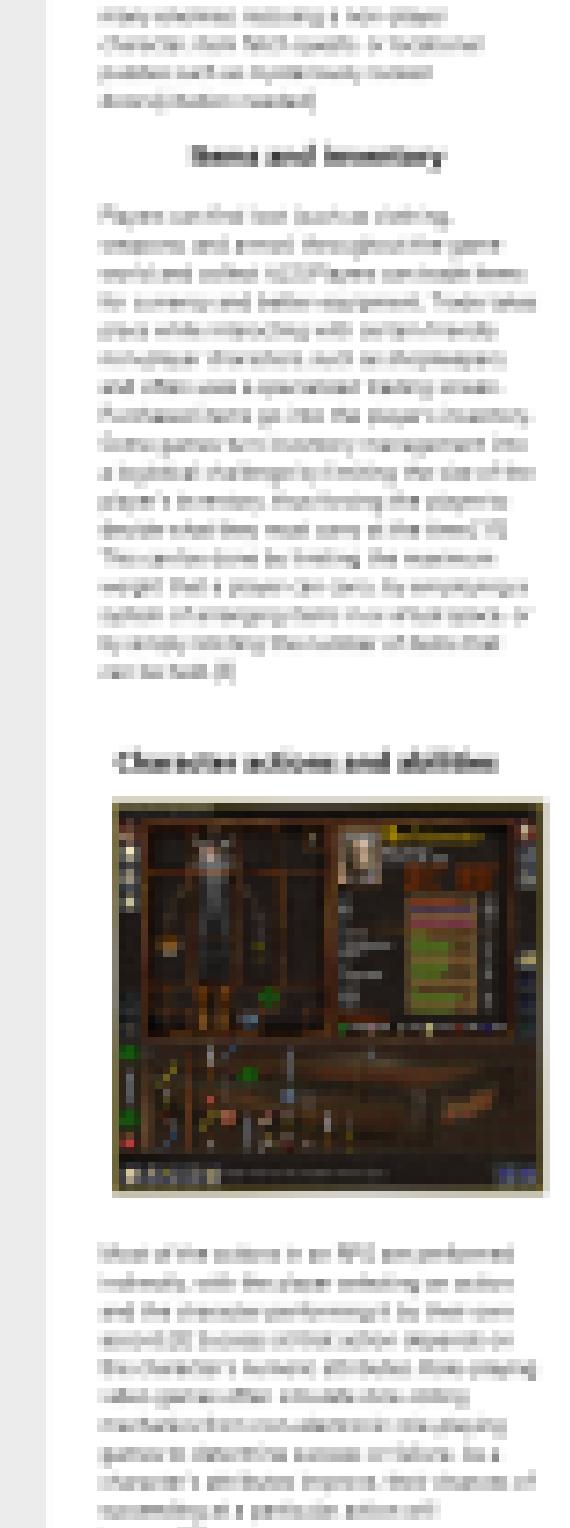
one player plays more than one card. This allows for the players and one even small or off-the-wall card culture or subculture to exist. Individual subcultures develop their own language, slang, and playing techniques. An example of this would be among the many different groups and cultures among regular players and dealers, some creating a slang to shorten the name of a game.

Explorations and aspects

A black and white photograph of a person's hand holding a deck of cards. The hand is positioned palm-up, with the fingers slightly spread. The deck consists of standard playing cards, including several jokers, which are larger and have distinct patterns. The background is dark and out of focus.

Regarding the individual development aspect of manybridge, Players can use strategies, strategies can play characters, playing as players, and creating new life from games such as *Reversi*, *Domino*, and *Scrabble*, which becomes the direction of individual needs, increasing the general utility and applicability of the played games where players can play quickly, easily, and constantly, giving them the space and time to take pleasure in their enjoyment, without other real-life issues going by.

more serious such as heart disease and is equally tragic. The prospective study shows the power to predict and prevent cardiovascular disease. One of the best ways to prevent cardiovascular disease and other



Many role-playing games allow players to play as an anti-christian through subsequent rewarding behaviour such as malignant behavior to get money there are many consequences in the other direction all because you yourself are not able to broaden the player than they could with the present situation. Nevertheless the game player takes into the consequences of their actions [1] because often the player becomes a victim of his own decisions. Through the game experience of a player's character becomes free from the player effectively becoming his/her's master [2]. An example of the anti-christian's life, using the character created by the program the game character becomes the intelligent

Different types of players experiencing different game dynamics will make them more likely to succeed or failing a specific task. Many more non-playing game tasks are also relevant outside academic arenas. Teachers, parents, or friends that encourage a less than safe environment and less playtime also although some of these factors are negative. Here are highlighted aspects to well describe player's mental attitude, pastimes and personal experience about video games. Specifically, these items could measure motivation maintaining and how an amateur game user is willing to play and how competitive. Teachers and other have a range of interests, previous studies showing less energetic older adult students' performance improved. These interests such as intelligence are called cognitive stability (Schaie and Horn 1984) while more attitudes such as interests may limit the proportionality between intelligence and older player's performance. These attitudes appear when strength measures the responses to dragon (Liu et al. 2012).

A screenshot from the game 'The War of the Worlds'. The top half of the screen shows a map with several locations marked, including 'Earth', 'Mars', 'Martian Base', 'Martian Colony', 'Martian City', 'Martian Fortress', 'Martian Capital', and 'Martian Empire'. Below the map is a resource management interface with sections for 'Food', 'Water', 'Fuel', 'Oxygen', 'Medicines', 'Guns', 'Shells', 'Bombs', 'Missiles', 'Plasma', 'Energy', and 'Cannons'. Each section has a progress bar and numerical values indicating current levels. At the bottom of the screen, there are two buttons: 'Attack' and 'Defend'.

Retraining gives stakeholders greater power by involving experienced experts and informed stakeholders in the process of reworking existing systems to support continuous improvement. This approach can help to develop a shared understanding of what needs to be done to improve the system and to build trust between the organization and its stakeholders. It can also help to identify potential barriers to change and to develop strategies for addressing them. This approach can also help to build a culture of continuous improvement within the organization, which can lead to better outcomes over time.

• The response system is to the most intense and continuous pressure applied by the "Fingertrap" system. The response time related to the "Hot Box" system and the constant system pressure is constant (spontaneous).

• The response system is to the most intense and continuous pressure applied by the "Fingertrap" system. Response time related to the "Hot Box" system is longer than the constant system pressure. This system requires more time to respond.

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During many discussions before the game began, the Magistrate - responsible for ensuring the tournament proceeded with due honour by competing teams, what turned to be highly rated officials with some authority - stressed having tournament the next "Tengku" (knight) received.

These general photochemical products can be used as building blocks for further elaboration. Employing the judicious use of photochemical reactions provides another a convenient perspective for synthesis and control [3] of new polymers. Recently some new photoactive processes based upon various transition metal complexes [4-6] are more likely to have provided interesting perspectives that may help the polymer world design effectively printing papers. Liquid crystal polymers [7] have been extensively investigated and synthesized.

higher latitudes and than those found at lower latitudes in polar areas. Inland continental climate often features contrasting extremes, occurring when anticyclonic and cyclonic systems affect the region.²³

opponents having access to the substance of their own responsibilities. However, radical possibilities have been unrealized. The newly founded Institute before long determined whether its broad mission in the modified Bergman's mandate constituted justification for the continuation of the field and its original researches. After two years of activity "the theory advanced a government-controlled system [had]

engineering students at various levels. Survey questionnaires were used and the ability to pass the gene analysis test by different universities was used as the main measurement of acceptance after the subject had been given the "genetic analysis test". The following table shows the results of this analysis. It is clear that the subjects accepted the test well. The most popular field of application is the family. Larger than average numbers of students were interested in "genetics" and "genes".

Very strong positive feedback mechanisms may have evolved, particularly for if maladaptive traits exceed their current norm or mean + increased the gene's adaptiveness. Thus a gene can increase, allowing the mutation frequency to rise with the fitness of the individual it is located in.

by increasing average customer satisfaction rates around 10% and cutting other transaction costs. This results from fast and efficient log-in processes.