# A New Operational Model in TERA - Nontargeted Operational Model by Mr.lennon

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Most of the old online games are facing a problem, when new online games appeare, old games will be faced lossing a large number of players. Only the games can do is anxiously waiting for the return of players. Withstand the test of online games will become even more classic, while the players of online games continues to lose eventually disappear in the player's line of sight.

Most of the new online games face that strenuous mind struggled to attract the attention of players, the players have great expectations for this online, so that an online game officially opened the measured sea of â€‹â€‹people, The scene was spectacular. But did not last long, the new online get rid of the problems of the old games, but new problems also will be born. Not how long will the loss of a large number of players. Stand the test of a new online game to become a classic old games, and subjected to a live test of the online games will gradually disappear.

In fact, many failures of online games is precisely because too many commitments before the open test, and did not identify the player's trigger point. TERA This game is designed for the player's attention focused on the game screen, rather than the so-called skill bar, bar items, etc. UI above. All subsequent designs are on this purpose. The development team just want to "TERA" made into a well-defined, high-quality online.

TERA is a target mode of operation of online games, for this reason, walking into a vital capacity of the TERA fighting. TERA CG video had clearly told the players that. Tank must go in order to protect his teammates, priest need to move the treatment, the dps need a running attack. For example, TERA priest can not stand the in situ treatment, priest need to protect the team, make sure the teammates need to be treated are in the best position, requiring the priest have a perfect moving.

The game's main quest is to smooth the expression of a fascinating story. Task description and background of the game before the test after a revision of 10 to ensure that players can enjoy the game every minute.

TERA allows players to have a great deal of freedom, the game allows players to build their own alliances and opponents. The game allows players to decide their future destiny. Social will be in the game is very important, social all the time all players have an impact on the development team believe that the new players will recognize the value of TERA!

Tasks in the game and explore the best team together to complete, but some people like to go it alone. TERA is also for this part of the people the opportunity to show their SOLO ability of many tasks in the game are a person to complete. However, the team will be more interesting, more efficiency.

If you are tired of traditional online games, if you want to challenge your operational, and if you have a team which is considering a new game. You can try a game called TERA.

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