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Combat System of RuneScape by [James](#)

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RuneScape's combat is pretty unique. A game player who has played mostly client-based, mainstream MMOs may also feel confused about the combat system.

The truth is that the present combat system contains a lot of unique elements which most game players are not familiar. A game player needs to know where he can find the best abilities.

Needless to say, this system performed very well for grinding out experience by killing monster after monster, but in higher-level combat or PvP, a player's skill is determined by the extent he knows about the UI, rather than how much he knows about her enemy's weaknesses or which skills to use. This is what the game players need to change which we should thank to what is being called one of the largest updates in the entire decade-plus history of the browser-based giant.

We can know from various kinds of media that a hot bar will appear in RuneScape at the time when the patch goes live. This change might sound like an elementary thing, but in RuneScape it will turn out to be revolutionary. The hot bar will allow players to place whatever they want -- abilities, potions, tools, weapons and so on -- into the slots for quick access. If, in the game, a player has a bag full of food for healing, the game takes a piece of food from the stack inside the bag, not the piece of food on the hot bar itself. Because of this small change, players will not have to worry about constantly refilling the hotbar every time they eat or use a potion.

The developers hope that the combat can make the players feel more heroic, so giving players instant access to whatever they need during a fight will help change the pace. We can see from the recent developer blog that this change means making it more about mastering techniques, rather than navigating interfaces at speed. True skill, according to Ogilvie, derived from the understanding of one's enemy and knowing what to use.

As for the challenge, it needs to be tweaked as well. Right now a player can grind safely by picking groups of monsters that are just under her level. In that way, the same player could spend an entire session just by clicking and waiting, slowing gaining experience that will eventually improve her level. If fights became more dynamic and are closely related to skill and contain more fun, then players will have more challenging targets. Experience earned will be higher as well, so players will again go for the higher-level targets. With special abilities, combat styles, and spell books becoming easier to access, everything flows better.

Most of the game players have played the game for a very long time. As for those players, more high-level contents will undoubtedly be more attractive to them, but every player would like to play a more streamlined game. We have to mention that streamlining doesn't mean easier, but rather it makes the game become a more strategic fighting.

Right now, those which have been added into the combat beta have received a clickable invitation for the summer's beta. How will the beta work, exactly? When it is announced that there will be a lot of beta servers that a participant can log into. The game will produce a cloned version of the current character, but the events happening to that character on the beta server will not affect the player's real character. What happens on the beta server stays on the beta server.

The developers will add more areas of the game to test step by step and will pay more attention to the forum posts, Twitter and Facebook notes from players. According to Ogilvie, if the majority of players are dissatisfied with what is happening, he can have the choice to rethink the design. That's

the nature of making an MMO. As a developer, you have to adapt as fast as possible to what your player base wants.

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[James](#) - About Author:

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