

World of Warcraft: Carries a broader global appeal

The basic genre that World of Warcraft belongs is called the massively-multiplayer [online game](#) .It is a mission-based game, where each character is sent on specific quests. It's virtual, three-dimensional environment has become a global entertainment phenomenon among the cyber savvy and one of the most successful video games ever made. World of Warcraft, made by Blizzard Entertainment, in less than two years after its introduction, generate successfully envying revenue with almost seven million paying subscribers as per the survey report that makes it one of the most lucrative entertainment media properties of any kind.

Since the successful and pompous hit made by Pac-Man in the early 1980's, the World of Warcraft has become the first truly global video-game that guarantees an incredibly polished entertainment experience that appeals to different players than any game. This game has been specifically designed to make it appealing to both hard-core players and more casual players which is a positive point over [other online games](#) . Another advantage of world of warcraft over other games is that it allows its players the flexibility of competing on an individual basis or forming teams and alliances that accommodates both the lone player and the team player.

The real key to World of Warcraft's success has been the pure variety and amount of things to do, and how easy it is to navigate them. It starts with creating an avatar, or character, modifying its physical appearance as well as race and profession, each of which has different skills and abilities for instance an elf druid might specialize in healing while an orc rogue must be an expert in stealth and backstabbing. These characters are then set loose in a huge colorful fantasy world with all the physical features of land for instance plains, oceans, mountains, forests, rivers, jungles, deserts. Cities and of course dungeons should be an added features to make whole theme look real. The races in World of Warcraft include: Dwarves, Gnomes, Humans, Night Elves, Orcs, Tauren, Trolls and Undead that are divided into two warring factions known as the Alliance and the Horde. The classes available in World of Warcraft include: Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock and Warrior.

The World of Warcraft might require a single action, or it can involve many steps, such as gradually infiltrating a dangerous cult. The time taken to complete any mission may vary from a day to several weeks. As a character completes quests and defeats monsters, the character collects more powerful magical equipment and receives money as points that allow them to go to the next level. With its excellent graphics, great choice of character design and exciting missions, it is no wonder why that World of Warcraft has such a huge international following.

About the Author

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