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ã€€ã€€The Europe and the United States service of the RIFT has recently ushered the first anniversary in the formal operation. The Executive Director of the game Scott Hartsman talked about a very unique game features: dynamic event in detail.

ã€€ã€€Hartsman explains how the RIFT conceived as fully dynamic, people can not guess the MMO at the beginning, and why give up this idea in the final.

ã€€ã€€Q: What is your idea on the rift in the development phase?

ã€€ã€€A: We hope the whole world come players together naturally. Because we know that no matter how great your game is, the players are the most important guarantee. Therefore, at the beginning we make players excited by the challenging contents, to encourage them away from the traditional theme park-style model.

ã€€ã€€Q: Does each monster is an incident? Explain it detail?

ã€€ã€€A: Yes, in the traditional fantasy MMO game, there will be static spawn points, to refresh an NPC, but the NPC is static. If you want them to do anything interesting, to rewrite the script or special procedures are a challenge, but also make these bland.

ã€€ã€€Q: How do you mixed these elements together to solve the problem then?

ã€€ã€€A: We divided it into two levels. One level exists as static content in the world. Such as Meridia city, Sanctum City and so on. When people come to these places, they will begin to explore the whole world.

ã€€ã€€Q: How much is the size of the entire event?

ã€€ã€€A: If you have the entire server emptied, such as removal all players, only the dynamic level to run automatically, then they will occupy most of the game world adventure area. It really is a very interesting experience when we have just started operating the game,.

ã€€ã€€This also motivates us to continue to develop new levels and new types of dynamic content, and will add more crazy events in the future.

ã€€ã€€Q: So how this system works now?

ã€€ã€€A: After you click the real-time adventure, you will be given a task. More people before the advent of a single action, the scale will expand with the increased number of adventure. You do not have to worry about to leave the risk, because the adventure players will be adjusted according to the size of the team.

ã€€ã€€Q: What are your plans this year?

ã€€ã€€A: Our biggest plan is to prepare new content for the game. We understand the game; love it, and players with great enthusiasm. What we really care about is how to make the game to go farther.

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