

Character Advancement RPG: Usual Feature Analysis

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Character Development RPG: Usual Feature

Borderlands 2

About the game

The Borderlands2 an action role-playing first-person shooter video game developed by Gearbox Software and published by 2K games. The game was first released on September 18, 2012.

Combat system

The Borderlands2 follows Action Combat system. The combat in Borderlands2 take place any number of creature and NPCs. All participants utilize combinations of physical attacks, weapons, or magic in an attempt to kill or overcome their opponent.

RPG First person shooter

Borderland include is a First person shooter which include Rpg elements. The player have to kill enemies There are different type of wepon which player can choose while playing the game. all characters may use any type of weapon throughout the game. For example, Axton might have a need to use a sniper rifle for long-range targeting, or the Hunter could certainly use shotguns against close range targets. Also, regardless of aforementioned "ideals" for each character, all of them have skills which allow for great variations in gameplay. For instance, Zero, with certain talents taken and various benefits from COMs and weapons, can deal isolated melee strikes equal to or even greater than Brick in some cases. However the preferences refer to abilities that improve effectiveness with particular weapon types, like Axton's Scattershot, Zero's Caliber or Maya Salvador.



There are Nine type of wepons:

- ❖ *Bandit brand weapons - Bandits themselves now make many of their own weapons. These weapons sport the largest magazines in the game, but have mediocre stats overall.*
- ❖ *Dahl's weapons focus on stability, precision and burst fire, and feature camouflage coloring. Most Dahl weapons feature a full auto fire rate without scoping in, while scoped in the gun shoots in bursts.*



- ❖ *Hyperion weapons retain their customary high accuracy, with a "sci-fi" styling [1], featuring glowing elemental effects and bold stripes. Unlike with other weapons, the accuracy of Hyperion weapons increases the longer the trigger is depressed, but they start off with low accuracy.*



- ❖ *Jakobs weapons retain their tradition of high non-elemental damage (with exception to a few weapons) for high recoil and low magazine sizes, but have undergone a slight revamp from the previous installment. Assault rifles, shotguns and pistols fire as fast as the trigger is pulled, while sniper rifles still require a wait for the round to be chambered.*



- ❖ *Maliwan weapons retain their focus on elemental damage, and take on a very sleek and futuristic design, with rounded corners, bright colors and many blinking lights.*



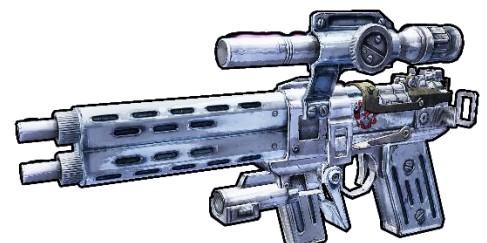
- ❖ *Tediore weapons have a different feel, having been described as "Cheap, plastic pieces of crap" and "Wal-Mart guns" by Randy Pitchford. Instead of being reloaded, Tediore weapons are thrown away and explode like grenades; the more ammo left in the clip, the bigger the explosion. A fully-loaded gun disintegrates in the character's hand after the expended weapon is discarded. Pre-release promotions stated that, due to their explosive capabilities, there is a chance that Tediore weapons would explode in the user's hand before throwing it away. This mechanic did not make it into the finished product.*



- ❖ *Torgue weapons feature Gyrojet ammunition which balance area-of-effect damage with low projectile velocity and reduced magazine capacity.*



- ❖ *Vladof weapons are extremely high rates of fire, and produce rotating minigun-like barrels. Vladof use materials that range from weathered wood to chrome like metals.*



Note [Why]:

- ❖ In Boderlands2 the player can kill most of the NPC and kill everyone in the city which gives the player the freedom to do he wants.
- ❖ Player have a freedom to choose any type of weapons according to his play style.
- ❖ While combat player get loot from which the player can upgrade their item and can also use items to increase their attributes from this players feel that he is doing everything by himself and he achieving a great power and strength by doing this action, it gives a freedom to player to enhance his skills on his choices.
- ❖ As player get leveled up by killing enemies it gives the felling of evolving and a feeling of character development in plays.

Character

Character creation System

Predefined Characters

Character Generation

Borderlands includes four character classes, each with unique skills, abilities and back stories. As a character gains experience and levels up, their basic statistics, such as health totals and accuracy, will increase. Each class also has three unique focus skill trees to develop. There is also an accessory item type specific to each class.



There are four type of character assigned to class in borderlands 2

- **Class**
 - Axton (Commando)
 - Maya (Siren)
 - Salvador (Gunzerker)
 - Zerro (Assassin)
- **Predefine Characters (Appearance creation)**

Player are given four character in the start of the game, player have to choose his or her character depending on the class the player wants to pursue.

- ❖ **Axton** - Axton is able to deploy a versatile Dahl Sabre Turret, a mounted gun featuring 360° rotation that can be upgraded with many weapons and abilities.



- ❖ **Maya** - Maya's skill gives her the ability to suspend foes in another dimension. This can lock an opponent in a stasis, and can be upgraded to provide various damaging effects. This skill is useful for crowd control in both co-op and single player mode. Repeatedly Phase locking the same enemy results in diminishing returns.



- ❖ **Salvador** - Maya's skill gives her the ability to suspend foes in another dimension. This can lock an opponent in a stasis, and can be upgraded to provide various damaging effects. This skill is useful for crowd control in both co-op and single player mode. Repeatedly Phase locking the same enemy results in diminishing returns.



- ❖ **Zer0** - DeceptiOn" grants Zer0 the ability to deploy a holographic decoy of himself and enter an invisible "stealth mode." While cloaked, he can maneuver about the battlefield dealing amplified damage on his next attack. The longer Zer0 stays cloaked, the more damage he can inflict to enemies; however, the shorter Zer0 stays cloaked, the sooner he is able to use the skill again. Zer0 does not enter a separate dimension like Lilith when she Phase walks, and can still take damage from all sources while cloaked.



Note: [WHY]:

- ❖ **The Classes'** gives diversity to the player selection to choose. The player don't fell bore while playing the same character with same play style he gets freedom to choose different class and can start with different play style and he can also change his play style while the game it gives freedom to the player to choose any play style he wanted to endure.
- ❖ **Character creation** is also one of the important aspect, the player can chose character according to his liking and, if he would be inside the game then how does he wants to look inside the game world it give player a freedom to be a person in the game as he want.
- ❖ **Some times after choosing the character** player's falls into dilemma weather did he chose the right class, and the player will go on trying the game with other classes which incorporates re-playability in the game.

Character

Level Up

On leveling up the player are given points to assign. He or she can assign the points to skill tree according to the character needs or depending on the choices of the player, in which area the player wants this or her character to be strong.

Evolution System

Skill Tree

There are **three different skill tree for each character under which there are different archetype** which player can choose according to his play style.

Axton (Commando)

❖ Guerrilla

This tree focuses on close-range combat and improves the turret's duration and damage capabilities. Essentially it allows a player to drop the turret to let it support him while he closes distance to engage enemies

❖ Gun Powder

This tree focuses on medium range combat, providing many boosts to weapon damage of all kinds and general combat skills. Also allows for tactical deployment of the turret as "another soldier on the field" via the Longbow skill.

❖ Survival

This tree is defense oriented, providing general defensive stat boosts as well as abilities that can pull the player back from the brink of death. It also improves the turret's deployment versatility.



Maya (Siren)

❖ Motion

The Siren's Motion Tree focuses on crowd control and defenses: reflect enemy bullets; disrupt multiple enemies at once; brainwash bad guys into fighting for you!

❖ Harmony

This tree is focused on healing.

❖ Cataclysm

This tree is focused on elemental effects.



(Gunzerker)

❖ Gun Lust

Focused on switching weapons, reloading, and gives Salvador various gun abilities.

❖ Rampage

Focuses on extra ammunition and Gunzerking all or most of the time.

❖ Brawn

Focused on physical toughness by soaking up damage due to massive health generation and also gives Salvador physical abilities.



Zerro (Assassin)

- ❖ **Sniping**
This tree focuses on guns, particularly sniper rifles, and Zero's critical damage capabilities.
- ❖ **Cunning**
This tree focuses on improving DeceptiOn, and abilities that benefit both ranged and melee combat.
- ❖ **Bloodshed**
This tree focuses on melee attacks.



Note: [WHY]:

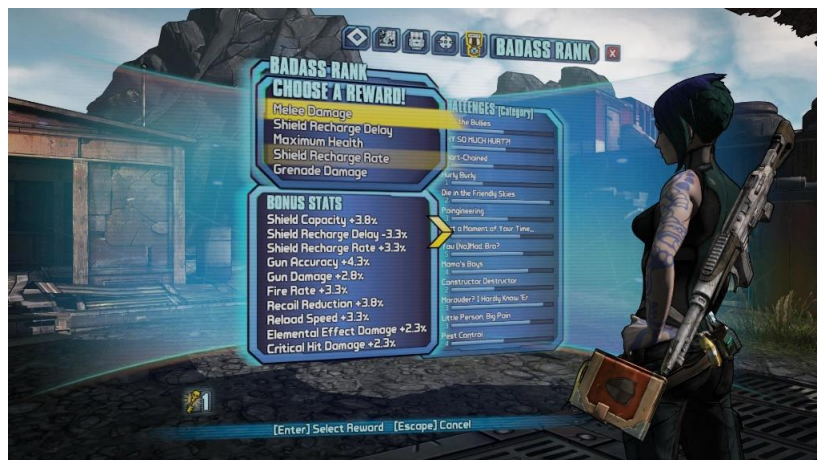
- ❖ The Skill tree give players a verity while in combat so the players can build his character in various ways it helps in character creation which gives player to evolve his character according to his play style.
- ❖ The choosing of skill tree gives the player to choose their own tactics while playing the game.eg. Bloodshed is focused on melee attacks so the player will make so tactics to melee the enemies.
- ❖ Every skills have different effect on enemies as well as players so player can make own tactics with different skills.
- ❖ Some times after choosing the character player's falls into dilemma weather did he chose right character, and the player will go on trying the game with other Character. It gives freedom to evolve the character in whatever way the player wants and choose according to his play style.

Badass Rank

As you play Borderlands 2 you level up your Badass rank, which is linked to your profile but provides statistical bonuses to all your characters - new and old. Each time you use a token gained through Badass, the game randomly picks a set of statistics. Then, you decide which statistic to increase.

Note: [WHY]:

- ❖ The Badass Rank allows the player to evolve the character in which the character is week or in which the player wants to be strong it gives player to choose according to his needs.



Structure

Hub Structure

The game follows Hub structure of story.

The place where hub is situated in sanctuary. Sanctuary is a city built on top of Dahl's prime mining ship of the same name, sent to Pandora to mine precious minerals from an area now known as the Caustic Caverns. When the Dahl Corporation left Pandora after its unsuccessful ventures, they left their prize mining ship behind, still covering up the failed mining site.

Note: [WHY]:

- ❖ This type of structure gives player a freedom to explore.
- ❖ Player have a freedom to take any quest at any time in the game which gives feeling as a real world like any one can take any job at any point he is free to do what he wants to do.
- ❖ The story lets player to keep involve in the game. While playing the game player always want know about the further story in the game which keep player playing the game. It gives a player a feeling of real world as the player doesn't know about the future he lives his life trying to make his future better.
- ❖ With higher level character, the player can later choose to take the smaller quests and complete them very easily.
- ❖ Difficult quests also encourage the player to develop and make his character stronger.



World interactivity

➤ Dialog/social interactivity

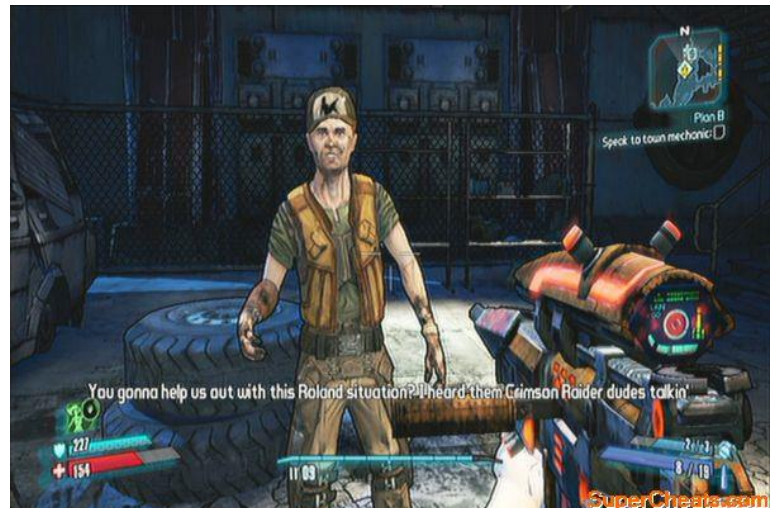
It provides player:

To interact with very NPC in the game.

There is not much of focuses on Dialogs and social interactivity as the player can interact with only few items in the game.

Note: [WHY]:

- ❖ It helps player to know about any type of information in the game.
- ❖ Interacting with object it give the player a feeling of real-world.
- ❖ It allows player to focuses on compact and Loots in the game



Economic system

Loot system

There are a few different places to get loot from. How the loot is dropped from each of them is slightly different

There are four type of loots in Borderlands 2

- ❖ Looting Fallen enemy



- ❖ Looting loot able objects.



- ❖ Completing missions and receiving the mission rewards.



- ❖ Selling items at vending machines



The loot can be spend in:

- ❖ Purchasing items from vending machines.
- ❖ Paying the mandatory reconstruction fee after character death, which is 7% of the player's total money.
- ❖ Relocating skill points
- ❖ Looking through telescopes.
- ❖ Using one of Moxxi's slot machines.

Note: [WHY]:

- ❖ From the currency player a freedom to buy or sell any items from which he gains more power and his character become strong. And by gaining power, player gets freedom to whatever he wants to do in the game.
- ❖ The player buy different items from money which gives the player a wide number selection of items in the game and player have a freedom to buy any item in the game from money depending on his level.
- ❖ There is a hope for the player to find something better loot in the game so that player can build his character more powerful.
- ❖ The loot system helps the player to explore in the game.

- ❖ *Loot system also helps in level up system it makes combat more interesting as player get reward as loot which let player grinding and farming from which player can level up his character.*