

The Tattered Notebook: What I Want To See In EverQuest Next

I used to be going to replace you effective folks on my adventures in rolling my 17,000th EverQuest II alt for this week's Tattered Notebook, however SOE decided to drop a Fan Faire Live date on us, which sort of mucked up my nefarious plans.

Why do we care about SOE Stay? Well, there are multiple reasons, but the most important one is that as an alternative of getting to attend till October, we now get to see (and touch!) EverQuest Next in early August!

This news threw me for a little bit of a loop, I do not mind telling you. I imply, I knew that SOE's John Smedley flat-out assured a playable EQNext demo at SOE Dwell 2013. And I knew that it's in truth 2013 already, so fingers-on time with what is perhaps the following great sandbox will occur inside of a calendar 12 months. It nonetheless appeared really far off for some motive, though, I guess as a result of it was simply three months in the past that we were finishing up SOE Stay 2012. August 1st goes to be right here before we know it, so it's excessive time we begin prognosticating about EQNext, wouldn't you agree?

Hopefully it goes without saying that I might like to see this stuff in addition to the same old high-quality PvE questing, dungeon, raid, and progression content material.

Heritage quests

Regardless that I played the unique EverQuest for under a couple of month, I really like love love EverQuest II's heritage strains. In a franchise that already sets the standard for MMO lore, it was a genius concept to tie the 2 video games together and throw EQ vets a nostalgia-drenched bone by offering up prolonged epic quests with EQ-centric item rewards.

More like that in EQNext, please.

Housing

You recognize SOE is going to place housing in EQNext, as the corporate does the feature higher than some other MMO developer (sorry Trion -- great effort, though). The question is how can it ever be as good as EQII's implementation. Realistically I do not think it may possibly, at least not at launch. It's literally a game-inside-the-recreation that has extra in widespread with Minecraft than typical MMO afterthought design, so if it takes SOE some time to suit it into EQNext's framework, I'm Ok with that. While we're dreaming, I'd also be more than Okay with SOE finding a option to do EQII's housing in an open-world setting.

And sure, I know, Mr. Hardcore Gamer, housing and non-combat options are for Barbie lovers and casuals and no one makes use of them. Aside from the tens of thousands and thousands of gamers who have made the Sims franchise the most well-liked within the history of the non-public laptop.

A crafter-driven financial system

This goes to be difficult for SOE to tug off, particularly given the loot-drop legacy of themeparks like EQ and EQII. My definition of sandbox is constructed on an actual participant financial system, though, and certainly one of my frustrations with EQII is the huge, intricate, and fun crafting system that is nearly completely wasted on a sport where most of the gear is mob-dropped and bind-on-equip.

I do not envy the designers right here as a result of in addition to the balancing challenges inherent in making and maintaining a sandbox financial system, they've also bought to deal with the psyche of the brand new-school MMO player who would not want to be bothered with crafters and who needs to distant public sale his gear with a minimal of effort and player interaction. At the identical time, the firm has minced no phrases about the truth that EQNext is a player-pushed sandbox, so the way it navigates this potential minefield might be fascinating to observe.

Good guild tools

Copy EQII's guild tools. Something much less makes Jef cry. The tip.

Things I do not need to see

Before I knock off for the day, let me spend a few paragraphs on things I do not need to see. Firstly, in-sport VOIP. Look, just another blog or something know it makes for a very good again-of-the-box (do we nonetheless have sport containers?) bullet level, however the fact is that it is a waste of growth assets even if it is shoe-horned in there by a third celebration.

I imply, actually, what guild with a clue does not use Ventrilo, TeamSpeak, or Mumble today? These are all free apps -- unless you're the guild leader paying for the server, and even then it's normally much cheaper than a conventional MMO sub -- and they dwarf the functionality present in present in-sport options. In-recreation VOIP is going to be laggy, it may sound like crap, and the only people who would possibly use it for greater than 5 minutes are the poor saps in pickup dungeon groups.

Secondly, let's not have any of that dev-generated personal story foolishness or the associated voice-appearing. This is a massively multiplayer sandbox, in any case, and that i can think of no less than two recent AAA titles that have performed greater than enough to justify tossing these concepts onto the proverbial pile of MMO fail. I am probably preaching to the choir here, as Smedley has given a number of interviews over the past few months that illustrate the corporate's "the gamers are the content" motto. But, nonetheless. MMORPG. Sandbox. Please don't with the only-player savior-of-the-cosmos nonsense. Thanks.

What's in a reputation?

Whew. This is not an exhaustive list of course, and I'm fairly curious to see what some of you wish to see in EQNext. Relaxation assured that we'll be revisiting this topic typically as SOE ramps as much as its August reveal and past.

And with that, let's deliver this week's problem of The Tattered Notebook to a detailed. Oh, that jogs my memory! With EQNext in our near future, MJ and I are probably going to rename the column at some point, both as a approach to freshen issues up and to better capture the spirit of the franchise going ahead. And we might love your help! Feel free to post your options within the comments or contact us straight via jef@massively.com or mj@massively.com.

EverQuest II is so big that it takes two authors to make sense of it all! Join Jef Reahard and MJ Guthrie as they discover Norrathian nooks and crannies from the Overrealm to Timorous Deep. Working each Saturday, The Tattered Notebook is your useful resource for all issues EQII and EQNext -- and catch MJ each 'EverQuest Two-sday' on Massively Tv!