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## Starcraft 3 gameplay ita

It may be hard to imagine now, but blizzard's StarCraft series is one of the earliest to lay the groundwork for what would later be called esports. Although games like Dota 2 and League of Legends now dominate discussions about professional video game play, there was a time in the late 1990s when it was basically Quake, StarCraft or bust. StarCraft 2 continues its predecessor's success in many ways, but the esports scene is very different and RTS games are not as innovative as they used to be. The status of StarCraft 2 currently brings the question: Will Blizzard make a StarCraft 3 sooner rather than later? For us, however, it is not a question of when, but if. There are many different reasons that StarCraft 2 could be the last game in the series, from how professionals are currently being treated and how Blizzard has managed the current stable of StarCraft titles. StarCraft 2 had a bit of a reputation as a dead game a few years back, but thanks to a few smart changes from Blizzard, it's currently rebounding. To be fair, it wasn't the most original idea, but StarCraft 2's War Chest helped the scene incredibly professionally. War Chest is a season fundraising program similar to Dota 2's Battle Passes; Buy a box you a variety of goodies in the game. 25% of the proceeds from War Chest go directly to the professional scene of the game, helping to pass it on to the kind of money that attracts sponsors and talent – not to mention viewers, who are adapting StarCraft 2 in encouraging numbers. StarCraft 2 is also free to play now, with Blizzard making profits from it through chest war purchases. The ease of access to the game makes it easier to try, meaning it has a better chance of attracting new fans. A growing game means more sponsors, which means more advantages, creating more fans - a cycle that any esports happily nurtures. With a revived professional scene, StarCraft 2 is recovering from a few years down. It wouldn't make sense to pull the trigger on a StarCraft 3 after all the work that's gone into saving its predecessor. Whether you are a World of Warcraft fan or not, you must be impressed by the staying power of the game. Blizzard is simply best at extending the life of the game through the use of expanded content, offering new adventures that often feel as if they deserve a separate game release. The same is true of StarCraft 2, which saw two expansions already in Heart of the Swarm and Legacy of the Void. Both expansions have created their own eras in competitive play, introducing some new units and

gameplay options. If there's a final problem with StarCraft 2, Blizzard can only patch it up. The developer continually adjusts the units of each and if it wants to add new ones, it knows what to do: provide another expansion to rock the game. It's a strategy similar to the one the developers work with Diablo 3, which has the original release largely fans, saved only by expanding the content that solves the game's biggest problems. Before Legacy of the Void, Blizzard had a choice to make. It's not a new phenomenon, but League of Legends overtook StarCraft 2 in South Korea as the most played and watched game, and many esports titles began to scramble for the rest of the game's fan base. What can the company do to make StarCraft 2 more attractive to modern viewers? The answer is simple, but brilliant: Blizzard speeds things up to keep pace with the competitors' viewer experience. Legacy of the Void increases the number of workers at the start of the game, making new and exciting building orders possible earlier in the game. The new unit, like the Zerg ravager, has been introduced with a heavy focus on micro rather than macro skills. Suddenly, StarCraft 2 is an intense play experience from the first minute, instead of building slowly and plodding to the big exchange in the mid-to-end game that it was before. The result is a game that looks very little like it did when Wings of Liberty first came out in 2010. That's a good thing, and it shows that Blizzard is still very much invested in the success of StarCraft 2. In a lot of ways, Legacy of the Void is likely what a StarCraft 3 would look like anyway. How is a company supposed to release a third title when they are still supported first? Apparently it's hyperbolic, but in the context of StarCraft, the remastered version of the original is strong evidence that Blizzard has no interest in a StarCraft 3. While there are rumors that StarCraft 2 was originally intended to replace Brood War altogether, that's clearly not the plan now. Blizzard has realized value in keeping the popular war brood, and has expanded its ambitions beyond the Korean computer explosion. The company recently announced the creation of a global starcraft: Remastered series, with the intention of creating a tournament setting where international players can hone their craft. Not only that, but Blizzard's tournament series is clearly designed to welcome more ambitious professional players who are already professionals. Finally, attracting a host of new talent for a game that isn't even your last time of a franchise sends a strong signal that StarCraft 3 isn't even on Blizzard's radar at the moment. RTS games just don't have the same clout esports they used to have. Fortnite, League of Legends, Dota 2 and CS:GO are some of the most popular titles on Twitch. None of them actually resemble RTS games, although MOBAs are derived from this genre. In addition, there has not been much innovation in recent RTS titles. The time between major releases in this genre is expanding, and older games like Warcraft 3 are actually making the best streaming numbers, pointing out that fans prefer classics to many of the latest titles. Looking at it from Blizzard's perspective, the idea of StarCraft 3 somehow re-upsing the genre is even silly. The company has owned three of the most popular titles in the genre, including two in StarCraft: Remastered and Warcraft 3 for more than a decade. Obviously fans don't expect much from RTS games at this point, and Blizzard is better sometimes tweaking what they've got than trying to revive a genre that's been left behind by time. When it comes to creating a splash in competitive games, presenting an easy-to-learn but hard-to-master mechanical set is important. That's why Dota 2 is re-examining its newer experience, and why League of Legends is so compelling when it first appears with a relatively small list of heroes. Both games can be based on the fact that they require teams, though, and that it's easier to learn through experience and be done. StarCraft doesn't have that luxury; It is a brutal game in the treatment of new players, and its main competitive mode is 1v1, which means there is not much chance to learn by watching teammates make some nice plays. As recently as Heart of the Swarm, even some professional players of the game thought StarCraft 2 was too difficult. Part of this earlier circular earlier. Why would a player get something like a StarCraft 3 when there are games with more resources and more opportunities to learn? Games like StarCraft will always appeal to a certain sub set of competitive gamers, the kind that don't mind sinking hours of their lives into a title just to be less horrifically bad at it. That demographic isn't going anywhere, but it's also not big enough to sustain a new game, and it's a tough sell recruiting a new player base with the promise of suffering and years of frequent victimity on the online ladder. Photo: StarCraft 3 was announced by Blizzard at BlizzCon 2019 and will launch in early 2020. It's not a very long turnaround period, so the game will have to be developed for quite a long time for this scenario to happen in the first place. Even if it could, though, it would still represent the month of a bizarre, StarCraft 2-is-getting-replace-early period that would have had players question their commitment to the already existing game. It's not hard to imagine so many StarCraft 2 players migrating to a new game if that happens. StarCraft 2 has a reasonable bonus rate, but it's lighter than the top League of Legends leagues. Given that some StarCraft 2 players have jumped ship to varying degrees of success, the idea of having to learn a new version of the game in StarCraft 3 can send talented professionals into the waiting arms of a competitor. We just see thuan getting regular sponsorships and teammates to work with again in StarCraft 2. Risk that on a new game in this series is a gamble that professional players likely won't get too good. Part of the appeal of a series like StarCraft is Blizzard's ability to make care about who they're playing as. Jim Raynor and Sarah Kerrigan are two of the most iconic Blizzard characters ever, and their story in the StarCraft game is full of twists and turns that make for a memorable story. Unfortunately for fans, however, that story is basically done. Legacy of the Void envelops nearly every major storyline, and although it's to open a few loose themes, they're the kind of story beats that will serve better for smaller expansions instead of an entirely new game. Raynor and Kerrigan (or an illusion of hers) were walking out into the sunset, and the Big Bad behind the series' wars was resoundingly defeated. It's not that Blizzard can't tell a compelling story about StarCraft still. It's more of a return to the same characters that will feel like going back just for the sake of doing it and creating more content. The natural conclusion of the characters' plot is that one of the most satisfying things about sticking with StarCraft from its humble beginnings, and bringing Raynor and Kerrigan to another adventure will feel like Blizzard diminishes their legacy. Given that it's Blizzard, a company that often doesn't do everything cheaply, StarCraft 3 may not be able to simply because its story has been told. Finally, we go to what may be the most compelling reason to avoid doing a StarCraft 3: Blizzard is just too good at creating the first two titles and expanding their respective. The limitations of what fans expect from StarCraft are such that only so many really radical changes Blizzard can make to the game without it becoming a new IP in its own right. Legacy of the Void has rocked things without completely changing any of the game's basic mechanisms, and fans are still de debated about whether or not the expansion is actually StarCraft 2. There are only so many well-designed units that developers can implement before the game becomes a construction command lottery. Blizzard has previously indicated the company feels like there's more to do with the StarCraft universe, including more Nova-based games. Even if there are more StarCraft coming in the future, it's hard to believe it will be a real StarCraft 3 rather than something new, like FPS or trying at the long-rumored StarCraft MMO. Either way, though, there's only so much RTSing a company can do, and it feels like Blizzard has come to its end. Whatever the future is for terrans, Protoss, and Zerg races, it's not like we'll be watching it through the lens of the series' familiar user interface and map pool. Pool.

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