

*Players are often required to cast spells and skills or utilise abilities, particularly for role-playing games (RPG). This allows players to fight stronger enemies or access new areas and can also provide protection or improve the abilities of other characters.*

*Players will probably need to equip new weapons or armour as they progress through a game. Such items allow players to deal and take more damage and may provide other benefits. Often such items and gear serve a cosmetic function and can be crafted by players as well as bought and sold in-game.*

*As players progress through a game, their character will usually grow stronger as represented by a level or rank. Levelling-up characters is an important game mechanic that not only makes you stronger but also allows for story-progression and bragging rights.*

*One of the most important things to focus on in many games is the gaining of loot (items) and experience. While not every game has these features, those that do usually require players to spend significant amounts of time killing monsters and completing quests or objectives.*

*Most games will have levels that need to be cleared or completed and thus also require players to defeat a major challenge - typically a boss. Some boss fights can be very difficult and require you to join a party of other players in order to stand any chance of victory.*

*Many games also include social elements whereby players can join guilds (clubs) to meet or play with others or to participate in raid boss battles involving dozens to hundreds of players. Many multiplayer battle games require players to queue in a lobby for matchmaking.*