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r/MMORPG • 16 days ago

PalwaJoko



The Elder Scrolls Online - 2024 a bad sign of things to come?

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I want to preface this with a few things. First, ESO exists outside of steam and on consoles. So the population counts are nearly impossible to know 100%. Second, I'm not saying the game is dead and abandon ship.

With that out of the way, steamcharts is an interesting metric to look at is it offers, in a way, the closest thing we have to an unbiased representation of populations. Now not the full population, but its the only metric available to the public if the game exists on steam. ESO in particular is interesting because its been on steam for a little over 10 years now. So we have a good amount of information to draw from.

Typically for me, games that have existed on steam for awhile and are multi platform/launcher; steam is a generalized indicator for overall health of the game. I find if a trend exists on a steam, a similar trend will exist on other platforms in my experience. So if there's a downward trend on steam, it often feels like there is a downward trend overall. It may not be by the same percents nor with the same numbers, but its a downward trend none the less.

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LetterP • 15d ago •

I just can't believe people defend the combat. Without skill GCD combat is quite literally get your buffs/dots up then slam left click/1 on keyboard



11



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PalwaJoko OP • 15d ago •

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the singleplayer games when you don't have super powerful enchants and such to give you insane resources. In ESO a lot of meta builds are ones that don't need to direct resource generation (like using heavy attacks or consumables. Typically they have a lot of resources or resource gen based off of abilities or sets. At least to me it feels that way. It seems like resources being used in the same way to "slow down" combat like we see with GCDs isn't there. And when you combine this with the general lack of cast times, you get what you see now.

Like early on it seemed like the ideal combat was Cast a few abilities > cast HA a few times to get resources > rinse and repeat. With light attacks as a "back up" to do damage. But it didn't exactly pan out like that.

That's why I'm sorta thinking that "charge up" with cooldowns or cast time based abilities would probably go a long way with combat feeling.

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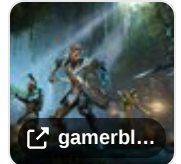
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r/MMORPG • 2 mo. ago

The Elder Scrolls Online Hits Record 25 Million Players with Over 1 Million Gained in 2024

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I thought to myself, "Choose a different race for your Arcanist and try something new."
Aaaannnnndddddd I'm Khajiit again.



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The Elder Scrolls Online PS5

5 upvotes · 26 comments



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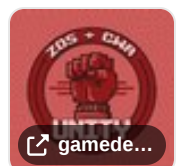
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r/MMORPG · 11 days ago

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