My thougts on Skyrim
what the next Elder Scrolls could be

Thank you for taking your time and reading this. This is just my opinion on what I think the next Elder Scrolls title should change, compared to Skyrim. If there is a time to voice my opinion on this, now is probably the best moment with the next title (presumably) in pre-production or early development.

I´d love to have Mr. Howard and other members of the development team read this and maybe even share their thoughts about it. I would really like to hear some feedback to it, as I too want to be a game designer/artist in the future. I put quite some thought and work into this, please don´t let it go to waste before reading it.

Skyrim is by no means a bad game, but after playing and replaying it several times, some flaws start to stand out. Some of them can be fixed easier than others, and some would require a good amount of work. I´ll also explain why I think these changes are needed and how they would improve the game. You might or might not agree with all of them, but it´s food for thought at least.

I will rate the changes based on how much work it is and how important the result is. (The rating will be near the bottom) There will also be a summary, but please do read the full changes first.

Saving and quicksave

Long story short: It needs to go. I think this alone would improve the game by a huge amount. Saving at any time and any moment is convenient, but it´s way too convenient. I know one could argue: „Just because you can quicksave, doesn´t mean you have to." But I´ve never met a person who didn´t abuse this option. I abused this option. It´s there, and it´s too good not to use it.

The problem is, it negates punishment. There is no punishment for death except a few seconds of loadingscreen and you can try again. A master chest deep in a dungeon and you only got one lockpick and barely any lockpicking skill? Absolutely no problem thanks to quicksaving. And if there´s no problem that the player has to overcome, the reward feels not good. You just know, if you try it a bunch of times you will get it and it probably takes one or two minutes.

Without quicksave though, this turns from „no problem at all" to „I gotta be very careful", and the reward turns from „ok I got it" to „oh my god, I was in this dungeon and there was this master chest and I only had one lockpick left and I managed go open it and got this epic sword". Obviously there´s also the case where the player does not manage to pick it and gets punished. Punishment is very important, it drives the player to improve: „next time I´ll make it better", „next time I will buy more lockpicks", „maybe I should spend some points in lockpicking" I´ll say some more about lockpicking specifically later.

The idea to change it would be some sort of savepoints, scattered around the world and the dungeons. Not too far apart to be annoying, but far enough to give the player a sense of fear. Upon death, the player gets warped back to the last savepoint used. Additionally make him lose a percentage of his current experience (maybe with the option to kill the

enemy that killed him to regain it) and also all consumeables used don´t come back. (The game safes on death, no cheating) Make him think twice about approaching an enemy that he might be too weak yet. And if he dares, he has to stick to this decision and suffer its consequences, or rise from the battle in glory.

These savepoints could also play a role as waypoints for quick travel. But in order to quick travel, you will have to get to one of these savepoints.

Level up!

Yes! I reached a new level and grew stronger... but so did everything else, so did I really grew stronger?

The idea (the world leveling with you) sounds great on paper, it allows the player to go anywhere at any level and always face pretty much the same degree of danger. The keyword is „the same". You barely feel any real progression in your quest. No matter where you go, you´ll always be „slightly stronger than the enemies", you´ll never be „so strong that only the strongest foes stand a chance against you". It´s like a curse, no matter how hard you try, how many levels you gain and how many dungeons and dangers you overcome, in the end you just feel barely stronger with level 80 as you did right after the start.

In Fallout 4 you already did this to some degree, having enemies (the ones with skulls) that are way stronger than you. In Skyrim there´s also the giants and sabre tooth cats, that initially are very strong but get weaker once you level up a bit. I think the impact of this too small though.

I personally would prefer the whole world and the dungeons to have fixed levels. You find a dungeon, say the recommendet level is 15, but you are only level 8. You are free to give it a try (don´t forget, you can´t just quicksave through) but with the first enemy you realise that you probably won´t make it, it´s just too strong. So you head back and after some quests and leveling you remember that dungeon, but now you are stronger, you try again and this enemy, while still a challenge, isn´t too strong anymore. This could work if the character starts out somewhere in the middle of the map, with the enemies getting stronger and stronger towards the edges of the screen. Or diagonally.

However, you might not want to completely change the formula. In this case, the world and some dungeons should have the level scaling in addition to some enemies that are too strong at the beginning scattered in. And some dungeons (I´d say 50% or more) should have fixed levels. This offers the player to still go anywhere at anytime, with low-level dungeons letting you breeze through easily for some quick and easy low-tier loot, and high-level dungeons offering a great challenge that rewards you with high-tier loot. The loot obviously should fit the level of the dungeon, so that if you take on a dungeon that is 10 levels above you, you will get loot that properly rewards you for taking on this challenge.

The dungeons with fixed levels could also be (partially) randomized. One playthough a dungeon is for level 5, the next playthough the same dungeon is for level 50. Of course it´s important to make sure it´s not entirely random to avoid randomly get only low-level dungeons. This would increase replayability.

Stats and Items

Oblivion still had stats like Constitution or Willpower, but with Skyrim they vanished. I don´t really understand why? Instead you will only have the option to pick either Health, Stamina or Magica. The choice here is very shallow, it´s either Health and Stamina, or Health and Magica. Maybe in some rare cases you would do all three, but usually it´s pointless. Having these stats allows for much more character customization, especially if none of the stats are wasted.

For example, a melee fighter with a two-hand axe and in heavy armor might still want to add points in Willpower or Magic, because they don´t just simply increase one specific thing for one specific type of character. Willpower could increase both Magica and Stamina regeneration and Magic could increase the damage of spells, but also your Magic resistence. So if you realize that you have lot´s of trouble fighting mages, putting some points in Magic would help you.

Still, any class has it´s main stats and obviously you would prefer to level these up. This is why I think Stats should be incooperated into items. Items should have Stats requirements, so if you play a pure mage, you will not be able to wear heavy armor because you lack the strenght. If you want to play a mage in heavy armor, you will have to put points in strenght, sacraficing the damage your spells do for better survibility.

Additionally, items should have effects when worn, (I´m thinking Diablo-esque) raising some randomly chosen stats by random amounts and some more magical properties. Generating loot this way makes each piece different, avoiding that you just find the 50th steel dagger. This also creates lots of depth for character building, where you can strategically iron out the characters weaknesses.

For example, a rare amulet that gives +20 Magic is any casters dream. But you are a warrior, and because Magic also increases your Magic resistence it´s still a useful item. You might not want to wear it all the time, but in this particular dungeon filled with storm mages it helps you survive much easier.

These items would add another layer of depth regarding enemies. Enemies wear the weapons and armor you can loot from them. So they should also gain all the effects of these items. This would cause each individual enemy to have individual stats. Each Draugr is different from the last one, even though it´s the exact same basic Draugr.

One happens to have lots of items that buff constitution, one has an armor that reflects damage, one has boots that make him run faster, and so on. As your level increases, you will face enemies that wear more items (thus have more stats and effects) and also stronger items with stronger effects. And then you get surprised by a Draugr that happened to spawn with „The sword of the fire imp" that spews out flames with each swing setting everything in it´s reach on fire. It´s not „just another Draugr with sword", it suddenly turned into a terrifying enemy, even though the base enemy didn´t change at all. If there are many different unique items and many different unique effects the variety of all enemies skyrockets, and I just talked about Draugr.

Casting

I love mage classes, especially those who bend fire, ice and storms to their will, hailing destruction from afar. While I initially thought that Destruction felt really good in Skyrim, I was pretty disappointed with it at some point for several reasons.

All the spells felt very samey and sometimes kind of lazy (sorry). Wall of fire, yeah that works. Wall of ice... oh it doesn´t create a physical wall just the same as wall of fire but with ice. Wall of lightning... come on you can do better! Yes, there were some spells that worked different (I liked the Blizzard spell) but overall the variety was underwhelming.

Spells also cost crazy amounts of Magica. It´s impossible to have enough Magica. The last time I played Skyrim, I remembered the Magica problems and decided to build all around Magica. I put all points on level-up in Magica, I wore every item I could find, craft or enchant that either gave Magica and/or Magica-regeneration. By the time I had Destruction (and Enchanting for the best possible Enchantments, with potions that improve enchanting) on level 100, I was able to shoot 3 measly Spells before I was pretty much empty on Magica. And despite all possible efforts, the regeneration was still really slow. All I could do was chug down loads of potions. (By the way, potions having a weight of 0.5 is absolutely cruel, especially on mages. They don´t really have to be this heavy. They are concentrated extracts, 0.1 would be enough.)

Casters need crowd control spells. They are fragile and prefer to attack from afar, keeping enemies away with stuns, freezes and other means is important for them.

I never liked wands, they felt slow and switching to them was just a hassle. Instead, wands should amplify the spells you cast. (Bigger aoe, more range, longer duration, etc.)

But these points aren´t the main problem I had with casting. It was the way I had to cast them. I would fire some balls at an enemy, then I get hit and I should heal some... so I open the favorite menu (that pauses the game) select the heal spell, unpause the game, heal, pause it again to change back to fire... Even if there is an option to quick select spells, say press 1 to select healing and 2 for fire, it´s still annoying having to switch between spells this way. I always imagine a mage to be weaving spells by fluid hand motions, this doesn´t come even close. And the pauses really take out the edge of the battle.

Instead, use a hotbar for spells. It depends, but 4-5 (active) spells can easily be enough to offer interesting builds (see League of Legends). Then you can fluidly cast spells, one after the other. It would truly feel like hailing destruction, rather than spewing puny flames at enemys for a few seconds. This way spells also can easily interact with each other, for example: One spell sets the target on fire, one spell stuns targets that are on fire.

Spells and Talents for everyone

So now if the mage has a hotbar and spells, why shouldn´t a warrior also have talents apart from swinging a mace at his enemies? This would make warriors feel much more interesting. Maybe a talent where you do a mighty swing, knocking an enemy back some distance (and maybe off a cliff, that would be useful) or a groundslam that stuns all enemies around you, maybe you can enter a Berserk-mode for a few seconds that allows you to attack twice as fast.

Classes

The idea since Oblivion is to go away from the classical way of picking a certain class. And this is interesting and not a bad thing. I liked it more in Oblivion though, were you also selected a birth sign and so on instead of these monoliths. From there you could go any direction you wanted to. But usually, you didn´t want to be a sword, mace and bow wielding, heavy armor wearing destruction mage thief. Usually you pick out your preferred style, like rogue or warrior, the more exotic ones are probably rogue-mage or spell-blade. I can´t really imagine that it´s easily possible to combine more of these, because you would inevitably lose efficiency.

However, before I talk about classes, lets talk about perks. Perks are where you put your skill points on level up. So far so good. Taking destruction as an example, it´s Class is „Mage" with the Sub-Class beeing „Destruction". By using destruction magic, you would increase your level in Destruction, allowing you to pick perks higher up.

But the main problem with pretty much all perks is, that they are all passive with few exceptions. 20% more damage here, 20% more damage there, 20% better potions here, and so on. And the 20% damage increase wasn´t even very noticeable, because your enemies also leveled up. You didn´t want 20% more damage to actually deal 20% more damage, but rather so you could keep up with the enemies.

The idea is to keep Perks for non-combat skills (see further down), and instead use the mentioned spells and talents. The class would be „Mage" with the sub-class „Destruction", within the Destruction Sub-class, you have some specializations (like „Casting" and „Weapon Spells"). For warrior, it could be the Class „Warrior" with the Sub-class „Bullwark" and some specializations in Sub-Trees (like „Shield", „Armor" or „Unstoppable")

The talents/spells should be of three categories: Active, Sustained and Passive

- Actives are the ones that go into the hotbar, they require X amount of whatever resource
- Sustained work like passives, but they reserve a constant amount of whatever resource
- Passive don´t have a cost and are always active

Of course, picking one class doesn´t lock you out of the other classes at all. Instead, the talents can work together extremely well. As an example: Poison-Bow-Mage

- Rogue > Poisons > Sustained | Apply poison: Constantly coats your weapon with a poison of your choice (10% effectiveness, but it´s permanent) (one that you yourself mixed with your alchemy)
- Rogue > Bow combat > Active | Multi-Arrow: Shoots 5 arrows at once in a cone
- Mage > Destruction > Sustained | Imbue weapon: Imbues the weapon with fire, ice or lightning damage (use scroll wheel to quickly switch through)

These spells work perfectly together, with the Multi-Arrow applying poison and elemental damage to several enemies. Not to mention several other possible active, sustained and passive talents that compliment each other.

Some extra skills should be inherited by the race you picked, and can also be leveled up.

Resources

The only resources in Skyrim are Stamina and Magica. However, there are far more resources that can be used. Resources are usually what drives you forward (just like a car needs gas) and it can be much more varied.

One or several Warrior Sub-Classes (Berserker) might use „Rage", that slowly decreases over time. Taking and dealing damage will start to increase Rage, enabling the Berserker to release strong abilities (that cost Rage) aswell as passively making him stronger the more Rage he has as long as he battles.

One or several Rouge Sub-Classes (Sneak) might use „Shadow" as a resource. Shadow will increase faster, the darker it is while it will not regenerate when light shines on you. Striking from shadows and during night will give you a big advantage, while in bright daylight or illuminated by torches you are weakened. Your abilities also use Shadow so you can constantly use them inside the shadows but only a few times until you are out of Shadow when illuminated.

A note on Sneaking

Sneaking is not only very fun, it´s also very effective and I´d say almost broken. It can stay this effective, but it should be less broken, hiding in the middle of an empty street while the sun is shining is impossible. (Unless you use an active talent, a smokebomb perhaps?)

Sneaking in shadows should be the goal and it should play a more important role. In Skyrim with high sneak skill, enemies would walk right into you in the shadows and push you away, but they still don´t notice you, or at least still take a few seconds.

Non-Combat-Skills aka Perks

Now that I established the way classes work, I´m not going to leave out non-combat skills like Barter, Lockpick or Pickpocket. I think these should be called Perks, where you also gain a point to spend on level-up. I never felt they were worth actually spending points into, but with it seperated I´d be more happy to do so. However, some don´t feel all that right.

Smithing, Alchemy, Enchanting

All have the same problem. Spam 1000 iron daggers until you reach 100. Spam random potions until you reach 100. Spam random enchantments until you reach 100.

We have a lockpicking minigame, so having a minigame in all of them could probably work. For example, to enchant an item you have to trace runic symbols, and the better you work, the better the result will be, and the skill will improve more than if you work sloppy.

Lockpicking

It felt kinda useless to put points into. Firstly because quicksaving exists, but even without it you get showered in lockpicks. However, if there were no quicksaving, the shower of lockpicks might be more than welcome. Overall I think it´s too easy, finding the sweetspot, even on a master lock with low skill, can be done with 5 maybe 10 lockpicks. In Oblivion though... oh boy this minigame. I hate it, and I love it, please bring it back.

Speech

I never actually used it, but it looks fine overall.

Pickpocket (Stealing?)

First things first: Going up to a random stranger and checking their pockets is not an ok thing to do, in any real or fictional place, ever. You will most likely get hit in the face if you do that, or get arrested, or both. That´s the thing with pickpocket, you´ll never know what you´ll get until you have it. This should be a talent (sustained?) that shows you an approximation of what to expect. For example, you see a ring and some money. Also I think beeing able to pickpocket even armor and such from persons is overkill.

Putting points in pickpocket or savescum? Yeah, savescum. However, it´s just gambling and I think overall it´s not very well done. I see pickpocket to potentially be a very interesting tree. I would rename it to Stealing (specializations: „Pickpocket" and „Stealing") and add some sort of active skills, in addition to a minigame for Pickpocketing.

I imagine you pick out your victim, and follow it for a while. A meter (or something similar to the eye for sneaking) shows you the distraction level of all persons. You may attempt to pickpocket at any time, but you should be careful that other persons don´t see you or are distracted. The higher the distraction is, the easier it will be to pickpocket. Once you initiate the pickpocket, a dot could quickly go up and down, and you have to hit at a certain sweetspot and the pickpocket will be a success. (The size of the sweetspot will increase with the persons distraction)

Another active talent could be a bump, a well known pickpocket tactic where you bump into the person and for a brief moment the distraction spikes up, making pickpocket an easier success.

If you do get caught stealing, you can run away and hide from the guards, maybe quickly change your clothes and take off the mask while nobody sees you. This could also be an active talent, higher up in Stealing („Quickchange").

New Level up!

With all these changes, the way of leveling up needs to change too. The numbers are just examples and might have to be changed.

- You gain 3 Status points, that you can freely spend on your Stats (Constitution, Magic, Willpower etc.)

- You gain 1 Skill point, that you can freely spend on your combat skills as long as you meet the requirements. Skills should have several levels each.

- You gain 1 Perk point, that you can freely spend on your non-combat skills, as long as you meet the requirements.

- You gain 1 Racial point, that you can freely spend on your races inherent abilities. Thinking that the amount of racial abilities would likely be low, you should probably only gain a Racial point every 5-10 levels.

Crime

Crime needs a bit of adjustment. Compared to Oblivion, Skyrim already did it way better, by beeing able to kill witnesses. But sometimes the guards still seem to know things they cannot know.

Doing something illegal, you might want to disguise yourself. Wearing some sort of mask for example. Guards and people should get suspect though if you constantly bump into others or just sneakily follow a person for some time with a mask on.

Getting caught for stealing a potato, now you pay 5 gold or go to prison (or fight to death over 5 gold). I think up to a certain amount, there should be no prison unless you don´t have the gold to pay. Maybe you can pay them off with items? Also while murdering a chicken is not nice, the whole town going berserk against you is a bit of an overreaction. They should at most ask for some gold for it and hate you.

If you steal items from one end of the map, why can´t I sell it in a normal shop on the other end of the map? It makes no sense, it should be possible if the distance is big enough. When selling to thief guild members, they even pay less, because they know it is stolen but it improves your alignment with the faction.

Factions

Factions should be more or less exclusive. In Skyrim you could be a member of the thiefs guild (who despise murder) and a member of the Dark brotherhood (that murder for money). One of the thiefs guild members even knows you do this, but it is never brought up at all. Joining factions with opposing ideologies shouldn´t work. The mages guild probably doesn´t care for either though, while the blades would not allow you joining illegal factions.

Faction questlines are interesting, but I think they should be tied to your alignment to the faction. Doing smaller quests, selling stolen loot to certain people and similar favorized actions should slowly improve your standing with the faction (and possibly decrease your

alignment to other factions that might even turn hostile at some point). It is possible to breeze through the faction questlines really fast going from joining the college to archmage of the whole college within days. Dragging this out longer would make it more of a „lifetime goal" rather than something you do in an ingame week.

Maybe there should also be a bandid faction, where you can rob towns and fight guards. Be the bad mean guy. This would get you wanted in most cities, but instead you gain access to several bandid hideouts/cities. Maybe even have more than one „evil" faction. This would be extremely awesome.

Difficulties

Usually increasing the difficulty would give the enemies more HP and more damage. But they just kinda turn into the „bulletsponges" soaking up 1000 hits. With the given changes to items, changing the possible item-level (and amount of armor they wear) of enemies would provide a good way of increasing the difficulty. While enemies would be harder to defeat, because their items are stronger, you then would also get these stronger items. This makes it really rewarding to play on a higher difficulty.

Story

As for the story, this is a very subjective thing and boils down to personal taste.

More important is though, that you don´t force a character. In Fallout 4, you did. I don´t see this as a problem for Fallout, since to me it´s more of an action shooter than an RPG. I never played Fallout 1 or 2 so I´m probably not biased towards it having to be an RPG. In Elder Scrolls, especially with the proposed changes, with all the RPG elements heavily emphasised, it would feel wrong not actually beeing able to do as the name implies (Role Playing Game)

In a game like Skyrim, I would totally be ok to just randomly start somewhere in the world and be told: „Go kill monsters and optain epic loot" Quests should obviously be there, but the focus should be on several bigger „main quest lines" rather than one really big main quest. You came to this land to seek adventure and riches, you write your own story. The idea of Role playing also involves branching story paths based on your decision. Will you kill the wounded traveler and take his stuff, or just take his stuff and leave him to die, or help him with a potion?

Races

Last but not least, there are a bunch of established races. This is fine, but I think adding one or two wouldn´t hurt. Maybe as unlockable races. No need to invent something that´s already there. A Draugr race maybe? Waking up in a crypt, you are a Draugr, but for some reason you didn´t turn into a mindless zombie, maybe it´s because of this magic amulet, that seems to change your appearence to other beeings to human?

This is a very optional thing though, just thought I´d put the idea out.

Rating the ratio „impact of result:amount of work"

Saving and Quicksave

The ability to go back in time in any situation, negating all consequences with no punishment is simply too strong. Replacing it with savepoints and incooperating them with the quick travel system will give huge improvements to the flow of the game, with punishment to encourage the player to learn from mistakes and get stronger, and rewards feeling much more „earned" and better. This impacts absolutely everything in the game.

The amount of work is relatively low, even though the placement of savepoints should be done carefully to avoid too long or too short distances between them.

The impact of the result is huge with the work beeing negligible. This absolutely needs to happen!

Level up!

The current system levels enemies up whenever you level up. This destroys any sense of progression making you always feel just as strong as 20 levels ago. Going back to the idea of completely fixed levels or the proposed hybrid-variant will greatly improve the sense of progression and additionally offer daring players challenges, while more careful players can choose to do dungeons more fitting to their level.

The amount of work is manageable, where I think the hybrid-variant takes less work as you don´t need to carefully plan where every area is, but rather can just scatter them inbetween. This also preserves the idea of beeing able to go anywhere at anytime.

The impact of the result is pretty big with the work beeing manageable. It would be defenitely worth putting the work into it.

Stats and Items

The idea of stats beyond Health, Magica and Stamina makes the choice on level up and items more important. It allows for more customization and variation. Items requiring certain stats will force the player to spend his points wisely, while also providing some stats themselves. None of the stats is wasted on any type of character, making items interesting to keep when they have certain attributes. Giving items a big range of possible effects and stats will not only increase the variety of items you find, but also the variety of enemies you have to fight depending on the items they wear.

The amount of work is nothing to underestimate, programming and testing all the different kind of effects and how they work together is quite a big thing.

The impact of the result is huge, but the amount of work is also quite big. Overall I think the improvements outweigh the work to a good amount.

Difficulties

I put difficulties here because it relates to Stats and Items. Instead of increasing health and damage on enemies for harder difficulties, the amount and quality of armor enemies wear aswell as the level of stats and effects these items have will be used. This will make harder difficulties much more interesting, aswell as more rewarding because the items you find will be of higher quality.

The amount of work is negligible, as the most part is beeing done with the Stats and Items.

While the impact of this alone would not be all that big, the change goes hand in hand with the changes on Stats and Items and thus the amount of work is low. So this is defenitely worth doing.

Casting

Casting feels very stiff, having to switch between spells in menus while the game is paused mid-fight takes the flow and energy of the battle away. A hotbar for several spells can impove a lot. Beeing able to cast several abilities in quick succession and beeing able to fluidly chain them together feels great.

The amount of work isn´t too big and the improvement on combat is huge. It is certainly worth putting the work into it.

Spells and Talents for everyone (includes Classes and New Level Up! section)

With an added hotbar it would be sad having other classes left out. The perks in Skyrim do not feel like having much impact and should be replaced by a range of active, passive and sustained spells or talents fitting the classes.

The amount of work is big, but the impact would be bigger. I wouldn´t want to leave this out.

Non-combat Skills aka Perks

Reworking the perks also means changing non-combat skills. Adding minigames like lockpicking to them will make them more interesting instead of a gamble or simply clicking a button. Adding active skills to them will also make it also feel more like an ability you can use rather than one you just have.

The amount of work is manageable, the impact is average. I would say that the work and result are pretty even, and I would put this on a lower priority than the other changes.

Crime

Adding a bit of depth to crimes with the ability to disguise yourself alongside the rework of the Pickpocket (or Stealing) skilltree it will feel more natural. It also gives you options against the sometimes telepathic-like abilities of guards.

The amount of impact and work are even. I see this as a lower priority.

Factions

Factions have ideologies they follow. Beeing able to join all of them even though they have opposing goals seems wrong. Certain combinations should be possible but others should be locked out. Adding one or several bandid factions further allows you to be a bad guy, possibly even cause you to be wanted in the cities while you can visit bandid cities and hideouts, offering a completely different experience.

The amount of work is manageable, the impact would be considerably large. It would defenitely pay off.

Story

Having a main story and questline is fine, but it´s important not to force a certain type of character. I would change it up and opt for the story of a traveler. You just came to this land to seek adventure, you now write your own story. The main questline would be replaced by several smaller main questlines, preferably with branching paths and options to increase the role playing aspect and increasing replayability.

The amount of work is medium or big, depending on how many quests, paths and options you want to include.

The impact is big, the amount of work is between medium and big. While it´s not absolutely necessary, it would be a worthy inclusion.

Races

The established races are fine, but maybe adding one or two new races (that might be unlocked somehow during the first time you play) would increase replayability.

The impact is small, the amount of work is small too. It´s nice, but optional.

Conclusion

Elder scrolls was an RPG in it´s roots, it slowly turned to more of an action adventure with some minor RPG elements. Now that the industry is gigantic and the technology more advanced than ever, you could make not just the next Elder Scrolls. You can make THE Elder Scrolls, a behemoth of a game, that shatters everything that has been there before, turns it into fine dust and puts it in an urn above the chimney.

I see the key to this in going back to the roots, strongly emphasising the RPG-Elements and using the huge potential the series has while ironing out flaws.

Even using only some of the ideas would already bring huge improvements. The workload of what I described combined is pretty huge, and I understand that you might have to sacrafice somewhere, but you have the manpower to do it!

If you read this, I probably did my job because you didn´t get bored after one page or thought that my ideas are completely useless and it also means you didn´t just put it into the trash out of principle (I´d imagine some companies do that) Again, I want to thank you for reading this lenghty paper, and I would really appreciate any kind of feedback on it.

I hope that at least some of my ideas will be included in one way or another, or at least put up for consideration. If there are any open questions, I´d be glad to answer them.

Best wishes,
Pascal Gräml