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Interview: Raiding

One of the most compelling features of massively-multiplayer games is the near infinity of things to do in them - content to suit many different playing styles. 'Raids' are assaults by larger groups of players on powerful monsters or dungeons and in World of Warcraft can include everything from a group of lower level characters tackling a quest well above their level to the epic end-game, high-level attacks against god-like foes. We previously spoke with designer Jeffrey Kaplan, who has been heading up the world and raid design, to hear his thoughts on where raids are heading in World of Warcraft and how they'll be implemented. [Click here](#) to read more.

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