Introduction A look at the appropriate indicators for making an open world role-playing computer game based on the story of FiroozShah (Darabnameh) Beighami

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Abstract
Making computer games in different styles using literary texts is one of the common methods in the game-media-making industry, and due to the technological advances available in Iran and the need for production. Cultural content with a national approach, making computer games adaptation of Iranian literature and culture is necessary. In the present study, the aim is to take an interdisciplinary and pragmatic view while providing appropriate indicators for making a computer game from a narrative text, by analyzing the capacities of one of the works of classical Persian Folk literature Firoozshah (Darabnameh) by Beighami, to show descriptively-analytically how this text and similar works can be used to produce a computer game. However, there seems to be an action-packed narrative with epic and lyrical themes, along with a variety of locations to build the various stages of an open world game and rely on fighting heroes who, in an interactive atmosphere, have the capacity to create coexistence. Has an acceptable perception, along with the multiplicity of characters and their ups and downs to create all kinds of physical conflicts, along with the capacity to design mental challenges in the form of a search framework and a variety of main and secondary missions, is a platform that works This type of literature is suitable for the production of computer games with an effective approach to indigenous culture.

Keywords*: Folk literature, computer games, Darabnameh, role-playing style.*

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Extended Abstract

1. Introduction

Computer games are a relatively new platform of communication between the media and the audience, which, with a huge and increasing financial turnover, is constantly progressing structurally and increasing the power of influence without any boundaries and from this angle. , is a suitable area where one can use its unique capacities in creating a cultural flow that dominates the minds of its many users, and by focusing on the structure and content of Iranian literature, it is possible to create the possibility that by strengthening the platform technical requirements for producing games with international standards, targeted efforts should be made to produce Iranian products that are suitable for domestic needs. From this point of view, works of classical popular literature, as one of the most popular types of literary texts, have appropriate indicators based on the interests of general and wide audiences, whose analysis in a text and its generalization to similar texts can be used as a framework. It should be taken into consideration for the activists in the field of game development. With this description, a text like Firoozshah (Darabnameh) by Beighami is one of the desirable works of popular literature, which has some features suitable for open world role-playing games in its structure and content, such as the multiplicity of action, space and place, great variety. A lot of creatures and characters and the existence of all kinds of side adventures in addition to the main narrative, etc., have made this work an available option for producing a popular computer game.

Research Question(s)

In this research, an attempt is made to answer the main question of how the story of Firoozshah (Darabnameh) by Beighami and its similar works can be used in the process of producing computer games.

2. Literature Review

Various researches have been conducted on popular literature and various literary and linguistic aspects of this type of literature, especially the story of Firoozshah, some of which have focused on the narrative aspects of this work, while others have analyzed its literary, linguistic and structural aspects. have placed But with a functionalist view and focusing on the representation of literary works in computer games, the article "Making computer games based on long Iranian folk tales" by Taheri et al. is the most important research in this field that

can be mentioned in the article Now, by using some of its analytical frameworks, an attempt has been made by focusing on the text of the story of Firoozshah and considering its appropriate style in computer games, the capacities of this work for the adaptation of role-playing computer games. The creation of an open world should be examined and analyzed.

2. Methodology
In this research, with an interdisciplinary view and a practical approach to the two fields of classical Persian literature and narrative reading on the one hand, and paying attention to the frameworks and standards required in the production of computer games in the context of media New, on the other hand, by descriptive-analytical method, by examining this text as an example of popular literature, the research process has been advanced and completed.

3. Results
- In response to the main question of the research, it can be said that this text is due to the benefit of an adventurous story that has the ability to represent all kinds of story complications in the narrative of a computer game in the form of different main and secondary stages and with diversity And suitable story twists show well the ability to entertain the user in the form of performing various physical and mental missions, in a context of valuable concepts and popular topics.

- Also, the multiplicity of space and place in this work gives the game designers the ability to create a very wide environment, which is suitable for the unlimited space required in role-playing style open world games, and the conditions for creating a game with a standard time process. makes available.

- In addition, the multiplicity of protagonists in different roles and situations strengthens its adventurous capacities and provides the possibility that the user can control each of these roles in the game, in The format of performing various missions, by choosing roles and following different stories, will contribute to a unique and enjoyable experience.

- The diversity of creatures and the existence of a suitable platform for creating all kinds of combat, intellectual and control challenges and paying attention to the capacity of regenerating all kinds of Easter eggs are other points that make this text an option for becoming a computer game. It has become very desirable.

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- In a general conclusion, this text has the capacity to be able to make some adjustments in accordance with the way of expression in role-playing games, and especially to create enhanced suspense during conflicts and use of cutscenes. movies, choosing central adventures and main characters with interaction capabilities, highlighting the role of female characters in the process of story actions and designing some stages with the presence of the user in their role, paying attention to the role of knighthoods in the form of mysterious stages and strengthening exaggeration In the visual expression of characters, actions, weapons and spaces and highlighting some passive roles in the text to dynamic and active elements, it turned it into an attractive adaptation game.

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