

A strategy game

1 Description

- Game type: RTS real time strategy / management
- Library used: libgdx
- View: 2d (not isometric)
- With multiplayer or cpu
- Could be a competition (e.g. biggest city), enemy could be hidden, not necessarily attackable. Collect resources, build buildings.

For the presentation (questions taken from the slides)

- What do you want to do?
A 2D strategy game (think age of empires, though it could be more focused on the management side, alternative: like clash of clans). You have to collect resources and build buildings.
- What is the UX going to be?
There's a main menu with options to start a new game, resume game, and settings New game: start instantly (stretch goal: map generation) Resume game: shows a list of previous saves.
- Where in your project are the significant Java-related contributions?
It's entirely in Java.
- How will you collaborate?
We plan to work mostly in an independent way, but for more difficult features we can do pair-programming.
- What platform?
We are targeting the desktop platform, though the library that we use also supports android, but it's less optimal for a strategy game.
- What APIs & libraries?
We plan to use the libgdx library, which is a very powerful framework dedicated to develop games. It offers a huge amount of classes, which handle graphics, audio, input/output, and much more.