RTS Development

Development Phases

- **Prototype**   **%3**
- **Environment & Models**   **%15**
- **SFX & VFX designs & UI designs**   **%15**
- **Factions & Variety**   **%32**
- **Polish**   **%35**

- **Resource management & environment** : Deepens the gaming experience through resource dependency and scarcity which opens the door to strategic approaches

- **SFX & VFX design & In-Game UI design** : While indicators ensure understandability, they also bring out the fun of the game by increasing satisfaction together with visual and sound effects

- **Faction mechanics & Improved structure / unit functionalities + special designs** : Creates variety in gameplay personalities and enriches the game with new contents. Thus, improves game time and allures new players, while opening up new possibilities to the players

First 5 mechanics/functionalities

- Unit movement
- Selecting / Giving orders to move / attack & unit kills
- Spawning / Building
- Resource management
- Objectives

What questions should the game designer have answered

- What are the world terrain limitations?
- What are our capabilities for commanding units and what are the units' stats?
- What are the construction rules/mechanics as well as training units?
- What are the resources, how scarce are they and how can we obtain them?
- What are the end game goals and how can we achieve them?