

Critical Play Report – Strategy – *Starcraft II*

Composer: Gordon Lee (Cunbo Li)

Email: gordon.lee@nyu.edu or cl3846@nyu.edu

Starcraft II is a famous game in the world. It is not only designed for strategy competition but it also has the dramatic story mode. One scenario that I've played in the game is named "Zero Hour". In this scenario, the player controls Terran and has a mission of defending invention from Zerg.

At the beginning of the game, Terran had founded a base. The SCVs (Workers) were busy in mining minerals and refining gas. Both of two Barracks had attached advance structures which were Reactor and Tech Lab. So that Terran could train Marines very fast, and advanced unit - the Medic. Supply Depots were built and able to support 35 populations for the Command Center. All these constructions and units were set in position and looked like everything was going in normal and following in their own track. Suddenly, gunfire broke the quite. Some Zerglings were inventing our base. We lost some Marines but the lucky thing was we temporarily defended Zerglings' attack. Should we have a celebration of the victory? No, that was not the time. We knew, now, the war was just beginning. Barracks started to train more Marines and Madics. SCVs started to build more Supply Depots around the Command Center and Bunkers at the entrance of the base. Outside the base, there were two street crosses which were so important to defend Zerg. We ordered SCVs to build 3 more Bunkers for each street cross.

During the time of reinforcing the base, more and more Zerglings attacked our base. More and more Marines and other units were lost. Finally, we got enough Marines and distributed them into all the Bunkers that we just built. Our situation was batter. Our Bunkers pressed Zerglings and the enemies could not reach our front line. Why so many Zerglings? Why they come with more numbers? There must be Zerg Hatcheries nearby. To make sure what was around our base, a patrol of 6 Marines was set into the deep dark.

The patrol was following the road and went into the unexplored area. We found something like secrete. That was must be the leftover of Zerg's Hatchery. With the map opening into bright, the patrol saw huge Hatchery in front of their eyes. At this moment, a big swarm of Zerg surrounded the patrol and torn them into parts. These Marines never went back but these heroes let us know it was time to finish the war.

Offense is the best defense. We started building more Supply Depots and training more Marines and Medics. Once our troop was ready, it was marked into Group1 and Group2. Group1 reached the outside of Zerg's Hatchery and then Group2. Group1 firstly attacked Zerg and cleared a corridor for Group2. Group2 reached inside Zerg's Hatchery and destroyed the hatching swarm. With the cooperation between two Groups, the final victory belonged to Terran. After all the Zerg units were eliminated, our mission was accomplished.

With the battle flow of playing *Starcraft II*, I was really attracted by this game. Not only by the huge improvement from *Starcraft I*, but also the balanced design for each unit, war planning, and strategy using. I decided to keep studying in *Starcraft II* to give me more inspiration to my future projects in game design.