CPR – Strategy – Starcraft II

Starcraft II is a famous game in the world. Not only it is designed for strategy competition but it also has 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 defensing invention from Zerg.

At the beginning of the game, Terran had founded a base. The SCVs (Workers) were busying in mining minerals and refining gas. Both of two Barracks had attached advance structures which were Reactor and Tech Lab. So that Terran could training Marines very fast, and advanced unit - the Medic. Supply Deports were built and able to support 35 population for the Command Center. All these constructions and units were set in position and looked like everything going in normal and following in their own track. Suddenly, gun was firing and broke the quite. Some Zerglings were inventing our base. We lost some Marines but the lucky thing was we temporarily defended Zerglings’ attack. Shall we had a celebration to the victory? No, that was not the time. We knew, now, the war was just begin. Barracks started to train more Marines and Madics. SCVs started to build more Supply Deports around the Command Center and Bunkers at the entrance of the base. Outside the base were two street crosses which were so important and great place 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 distribute them into all the Bunkers that we just built. Our situation was batter. Our Bunkers pressed Zerglings and the enemies cannot reach to our front line. Why so many Zerglings? Why they come with more numbers? There must be Zerg Hatcheries nearby. To make sure what around our base, we dispatched 6 Marines as patrol deep into the dark.

The patrol were following the road and went into unexplored area. We found something like secrete. That was must be 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 surround the patrol and teared them into part. These Marines never went back. But these hero let us know it was time to finish the war.

Offense is the best defense. We started building more Supply Deports and to 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 was belong 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 balance design for each unit, war planning and strategy using. I decided to keep studying in Starcraft II to give me more inspire to my future projects in game design.