

1. Original game title and original genre (for instance Clash of Clans, mobile strategy game)

Master of Orion 2 - 4X Turn-Based Strategy

2. Describe what makes it that original genre. Be specific in the details

4X TBS. 4X stands for eXplore, eXpand, eXploit, eXterminate, and TBS means Turn-Based Strategy.

This game uses turns as its time mechanic to control the flow of construction, movement, research, etc. The player controls an empire in space and uses his/her turns to construct new buildings/ships, design new ships, conduct combat, set research paths, all while having to balance their economy and diplomatic relations.

3. New Genre and Title. Your new game title and the new genre

Sins of Orion - 4X Real-Time Strategy (RTS).

This game would break everything down into seconds which would pass in real time as the time mechanic, instead of using static turns. Players actions are now determined in hours:minutes:seconds instead of in turns, along with research, construction and unit movement all taking place over seconds, instead of turns.

4. Gameplay. Describe how your player plays the game given the new genre (rules of the game). Be sure that you follow what genre it is and fit the gameplay to the genre.

The game is still 4X and is still based around constructing units, expanding territory, exploiting other players, and researching technologies. But instead of the player having infinite time to make decisions between turns, they are now thrust into the action and have to make decisions in real time as events unfold around them.

5. Level Environment - describe the new game level

Your empire is in a new region of space where the stars swirl around a galactic center with intermittent cluster along the spirals. Wormholes connect the great distances between spirals creating for situation where great empires can arise only to be taken down by new foes.