

# GALACTIC CONQUEST

GET READY TO CONQUER SPACE !

A STRATEGIC ADVENTURE IN A  
MICROGRAVITY ENVIRONMENT

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# About myself



Flavie Gallois

Computer science student

Team project galactic conquest game

# Game Overview

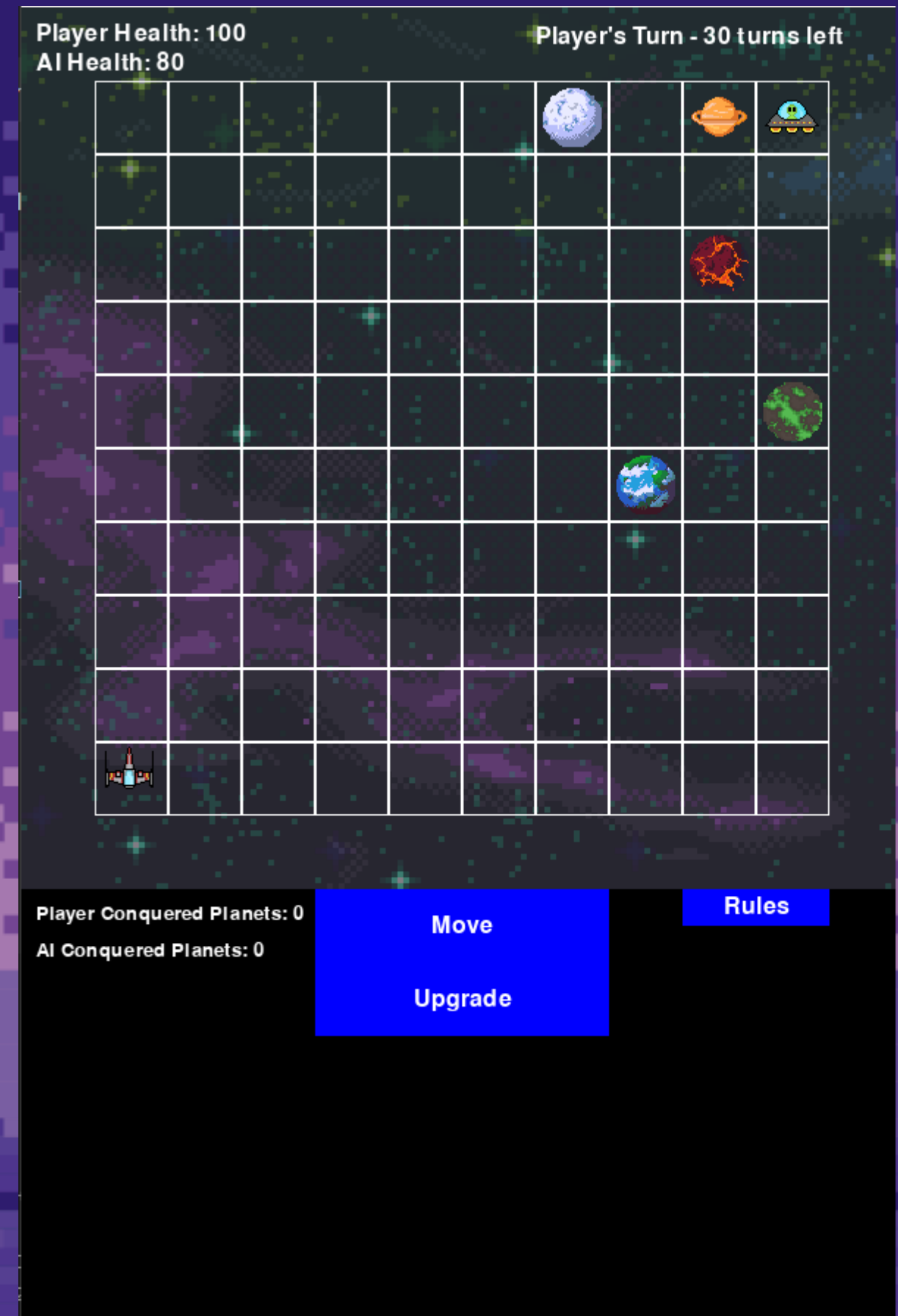
Turn-based strategy 2D Game

10x10 Grid

Two players : You and the enemy

Rules : Each turn choose between "Move" "Upgrade" or "Conquer" (only if you are next to a planet).

The goal of the game is, within the number of turn, either kill the enemy ship or if no one died, conquer the most amount of planets.



# Centred text



This was my first time making a game  
and my first time at a hackathon.  
It was fun to do, thank you for the opportunity



# Credits

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