# StarCraft Tournament

\*\* version beta \*\*

## About a programme

StarCraft Tournament is a simple 2 players desktop game.

Most inspirations and pictures from: \*StarCraft: Broodwar\* and \*StarCraft remastered\*

:rocket: :rocket: :rocket:

## Gameplay

Each player chooses a race he commands.

Each turn a player can play a single unit (or move detector)

He can also perform additional actions (upgrade units, build a worker etc.)

At the end of a turn a player produce resources and

units attack respective units on the opposite side

\* top and bottom units attack the opponent economy

if no unit present on the opponent side of theboard

\* unit on the center attack directly opponent base

if no enemy unit on the center.

As in the original game units have abilities.

\* Cloaked units can be attacked

if the detector is present on the board (it can be played from the <economy> panel)

\* Flying units can be attacked only by ranged units etc

A player win the game when oponent's base is destroyed.

## Technology

Game written in Python 3.

It uses Tkinter for visuals, jsonpickle for data serialisation, and playsound for music.

## Contributers

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Please remember it is not a commercial project. I created it while learning to code.