

= Rymdkapsel =

Rymdkapsel is a 2013 minimalist real @-@ time strategy video game by indie developer Grapefrukt , the studio of Martin Jonasson . Players build a space station using tetromino pieces while managing resources and minions , defending against attacks , and extending the base towards four monoliths at the edges of the level . The game was built over a year and a half and was inspired by the base @-@ building aspects of the Command & Conquer series . It was Jonasson 's first full game as an indie developer . Rymdkapsel was released on May 7 , 2013 for PlayStation Mobile , and was later ported to iOS , Android , Microsoft Windows , OS X , and Linux . Reviewers gave the game generally favorable reviews , where they appreciated its simplicity and challenge , but not its brevity and slow start .

= = Gameplay = =

Players build a space station on a flat plane using tetromino @-@ shaped floors that represent rooms . Rectangular workers generate the resources to build more spaces by working in these rooms . The workers occasionally must defend the base against attackers , who come in waves of increasing difficulty . The player can have the workers research four TMA @-@ 1 @-@ style monoliths for additional shield , speed , and generator upgrades . Rooms are used for special purposes : mineral mining (extractors) , growing food (gardens) , cooking it (kitchens) , making workers (quarters) , and creating power (reactors) . The goal is to flourish and protect the station 's inhabitants , but there are three concrete objectives : research all four monoliths , survive 28 waves , and research all monoliths in under 45 minutes . The game ends if all workers are killed . There is a tutorial , but no story . The player is not specifically told about the endgame goals .

= = Development = =

In 2012 , Grapefrukt developer Martin Jonasson began to make a space station game that considered what he found enjoyable and least stressful about real @-@ time strategy games . The game coalesced as he revised and removed features over the course of its year and a half of development . Rymdkapsel was written in Haxe , a programming language similar to ActionScript 3 that let Jonasson use the same code base for iOS , Android , and PC releases . He had used the language for years and had been making games for 20 years , primarily with Adobe Flash . Jonasson left his web development job in 2010 to " go indie " , and Rymdkapsel was his " first full @-@ time game " . The game 's name translates as " space capsule " in the Swedish language , which Jonasson liked as a title for its uniqueness and foreign overtones , though he acknowledged that the name was difficult for English speakers and made the game hard to find in the App Store .

He began the game after the 2012 Game Developers Conference as a weeklong diversion from another project , and slowly iterated into a full version . Jonasson started to prototype a game about a space station with a hull breach that releases the station 's occupants into outer space . Within a day , he built a feature where players could build the station using tetromino blocks . He liked this direction better than the hull breach , and abandoned the latter idea by the end of prototyping . He built the room construction mechanics within a day , and to make the construction more challenging , later added three different resources to be spent towards room construction . When the resources did not " look as interesting " as he wanted , he added minions to defend the station . The minions ? shown as small white boxes ? have retained their original design . It is an example of the minimalist design theme that pervades the work . Jonasson has said that he kept the artificial intelligence " a bit stupid on purpose " (doing things such as stealing food intended for other minions) because he found their actions " a bit adorable " . He otherwise removed the features he felt were not vital to the game . Jonasson then added " conflict " to the game by putting the minions in danger of being removed .

Jonasson 's game design was inspired by real @-@ time strategy game Command & Conquer , where he enjoyed managing his home base but not attacking the enemy . He designed the game to

last 45 minutes , which he felt to be a proper length , whereupon the difficulty ramps up to require station defense over base construction . He felt that it was reasonable to reach all four monoliths within that time to be ready for the endgame sequence , and that the limit made players expand outwards rather than keeping the station small and easy to defend . The sole map is hand @-@ balanced , which made him reluctant to fulfill player requests to randomize it . He also considered adding a " zen " mode , which would pressure the player less . The music was composed by Niklas Ström .

The game was released on May 7 , 2013 for PlayStation Vita and PlayStation Mobile . It was later included as a prize for completing " quests " in a Sony E3 2013 promotion . It is available on Android via the PlayStation Mobile app . The iOS and Android releases were released on July 25 , 2013 . Microsoft Windows , OS X , and Linux versions were released on January 30 , 2014 .

= = Reception = =

The game received " generally favorable " reviews , according to video game review score aggregator Metacritic . Critics compared Rymdkapsel 's gameplay to Tetris and SimCity . Of its visual style , The New York Times published that the game makes others in the real @-@ time strategy genre " feel needlessly garnished " . Reviewers generally appreciated the game 's simplicity and challenge , but not its brevity and slow start . IGN 's Steve Watts thought that the game made too many " design concessions " to its minimalism , though he considered the style " gorgeous " , and felt that he was never fully in control of his base . Eurogamer 's Tom Bramwell said that the game 's minimalism extended to its core gameplay , where the player should strive to " play the game less and less " . Joseph Leray of TouchArcade described the game 's balance and pacing as " impeccable " . He gave Rymdkapsel a perfect score and wrote that it felt as if it were custom @-@ made for iOS . Bryan Vore of Game Informer criticized the game 's lack of features and thought that it " fizzled out with no fanfare " as a " creative " idea but without sufficient " polish " . The Verge 's Trent Wolbe called the soundtrack " a minimalist achievement " . Jonasson announced that the game had sold 200 @, @ 000 copies as of December 2 , 2013 , due in large part to its inclusion in a Humble Bundle sale .