Set in the 26th century, the game revolves around three species fighting for dominance in a distant part of the [Milky Way](http://en.wikipedia.org/wiki/Milky_Way) galaxy: the[Terrans](http://en.wikipedia.org/wiki/Terran_(StarCraft)), humans exiled from Earth skilled at adapting to any situation; the [Zerg](http://en.wikipedia.org/wiki/Zerg" \o "Zerg), a race of [insectoid](http://en.wikipedia.org/wiki/Insectoid" \o "Insectoid) aliens in pursuit of genetic perfection, obsessed with assimilating other races; and the [Protoss](http://en.wikipedia.org/wiki/Protoss" \o "Protoss), a [humanoid](http://en.wikipedia.org/wiki/Humanoid) species with advanced technology and [psionic abilities](http://en.wikipedia.org/wiki/Psionics), attempting to preserve their civilization and strict philosophical way of living from the Zerg. The game has been praised for pioneering the use of unique factions in real-time strategy gameplay[[4]](http://en.wikipedia.org/wiki/Starcraft" \l "cite_note-ignr-3) and for a compelling story.[[5]](http://en.wikipedia.org/wiki/Starcraft#cite_note-GSpot-4)