

The development of Real-time strategy (RTS) games is a difficult process spanning many fields. The goal of this thesis is to create a platform to ease the development of 3D single player RTS games and to enable the use of C# language for plugin creation.

Our platform enables users to create games as packages for the platform. Each package is defined by a single XML file, describing the contents of the package, which include 3D models, textures, animations, graphical user interface definitions and plugins. These plugins, created using the C# language, enable the game creator to create artificial intelligence for players, units, buildings and projectiles defined in the package. The platform also provides functions that can be used for creation of plugins.

As a part of this thesis, we will create a showcase package to demonstrate the abilities of our platform.