

The tactics single-player games like UFO from Altar Interactives are quite popular in these days. The most notable feature of UFO is that the actions of game units can be planned in advance by the player while the game is paused. During the recent boom of multiplayer games a question arose of what should a multiplayer to a game such as UFO look like. This project addresses the question and discusses several possibilities of the multiplayer design to such a game. The main contribution of the project is the actual game prototype which tests the viability and entertainment of the multiplayer design introduced by the thesis.