

Real-time strategy games and action games are two very different types of computer games. In my project, I attempted to see whether they could be combined to make a coherent whole, with mixed results.

The backbone of my game is its real-time strategy mode, inspired by Warcraft III and The Battle for Middle-earth 1 and 2. In this mode, the player can create buildings and units and use them to fight the enemy.

The game also has another mode of playing which imitates action games. In it, the player only controls a single unit.

The second mode ended up being just a fun add-on instead of an essential part of the gameplay as I had originally intended. The reason behind that wasn't that it would be impossible to make it so, but rather that it would require my game to be far more complex.