Title: Wildman: A real-time strategy game with world terraforming features

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Abstract: Nowadays real-time strategies are based on the conflict of enemy fractions, where the armies of the players fight against each other. However, these strategic games do not have a unit which would represent the player on the battlefield. A unit which would have the power to alter the landscape or use powerful attack against the enemy forces, but a unit which loss would mean defeat for its player.

In this thesis we present a 2.5D real-time strategy using the C# language and .NET Framework, which can be played with other players over the network. This game focuses on the abilities of the critical unit representing player, its attacks and abilities to alter terrain. This project allows simple modification of the game or addition of a new content by editing XML files, files with C# code and image files.

Keywords: Real-time strategy, multiplayer game, map terraformation, modifiable game