Icarus is a real-time strategy game in space that was developed for a Bachelor's thesis. The player has a mission to escape with their Cityship from a dying solar system where dangerous zones expand over time and destroy everything in their way. Therefore, the player must gather resources with smaller spaceships to build structures on the Cityship. Additionally, it is essential to defend the Cityship from space pirates.

The Implementation

Icarus was created with Unity game engine using C# as a scripting language, which allowed to write code that follows useful design patterns in software development like observer, command, mediator and component pattern.

The Features

Created via an iterative design process and using the principles of the field of game design, four types of units were implemented to realize base building, resource gathering and fighting with enemies game mechanics of a real-time strategy game with dangerous zones. Three levels were created to playtest it on users.

Get the Game at IcarusRTS.wordpress.com