

# ***HARVEST***

<b>Team Name:</b>	<b>Oxeye Game Studio</b>
<b>Game genre:</b>	<b>RTS</b>
<b>Multiplayer support:</b>	<b>Yes</b>
<b>Platform:</b>	<b>PC, Mac OSX, Linux</b>
<b>Uses XNA:</b>	<b>No</b>

In *Harvest* the player is thrown into the strange environment of an offworld planet. As a colonist, the goal is to safely expand her new home, fending off enraged alien species who wants to see her colony come to harm.

The game is a 2D RTS which focuses on creativity. Instead of clogging the player with a wide array of buildings and units, we intend to increase the importance of how the buildings and units are placed and used, making the game extremely intuitive while still long lasting. This is enforced by the games two resources, *Minerals* and *Sparks*. Minerals are evenly spaced through out the landscape and gathered by *Mineral Miners*. However, unlike the standard RTS, the Mineral Miners are fixed buildings, forcing the player to expand her territory as the game progresses, constantly reshaping its appearance to best defend its new needs. All buildings need the constant supply of Sparks when constructed or to function when done. Sparks, symbolized by single particles of glowing energy, flow from *Spark Producers* trough *Energy Links*. The player can decide how the sparks will flow through her energy network.

Where the player places the Spark Producers, how she constructs her network of Energy Links and how she direct the sparks determine the efficiency and in turn prosperity of her colony.

The player will eventually be given the option to build a *Launch Pad*, which enables her to expand and build a new base. This is in reality the final goal of the colony, the player can choose to either continue building on the current one or start anew.

Single player can be played throughout an array of different environments. There are two game modes, hostile and non-hostile.

Multiplayer is managed through an online lobby, where players can get together and play co-op or VS mode.

