STARCRAFT II

BUILD ORDER GUIDE

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BACKGROUND

In an RTS game like StarCraft, serious players seek to find and practice build orders in order to improve their play. A build order is an ordered series of commands which a player can follow to achieve a particular position or advantage in-game. Build order commands typically consist of actions which incur concrete resource costs for the player, such as building a structure, training a unit, or purchasing an upgrade.

StarCraft is a real-time strategy game in which two players, each of a given race, manage resources and build armies which they use to defeat each other. Traditionally, StarCraft allows players to play as one of three possible races – Terran, Protoss, and Zerg. Each race offers a different mix of structures, units, and upgrades, and typically encourages a significant difference in play-style. My prototype app allows users to browse different build orders, or builds, that experienced players develop and use to win at the game StarCraft II.
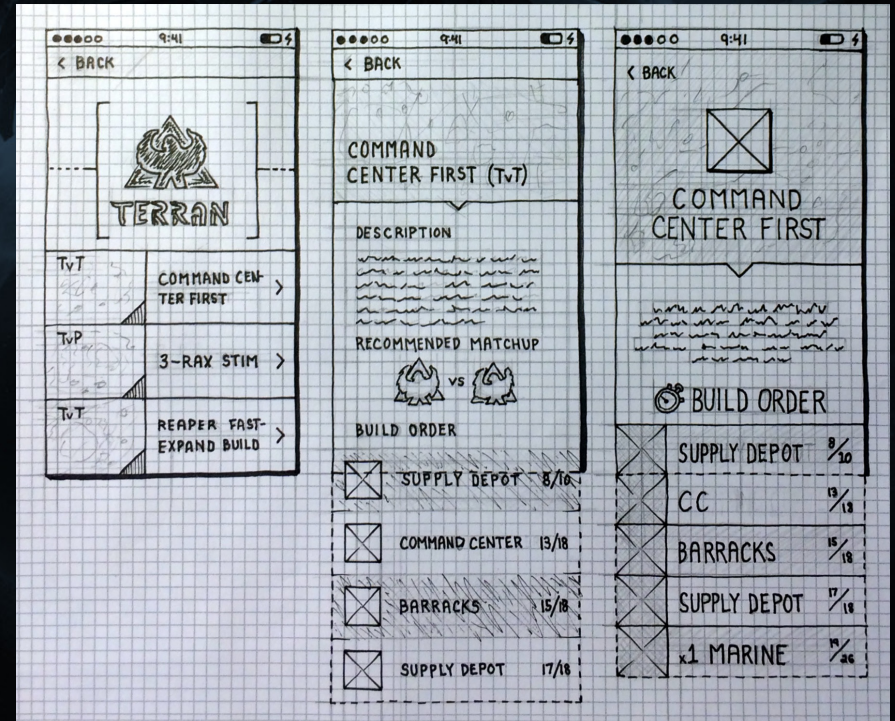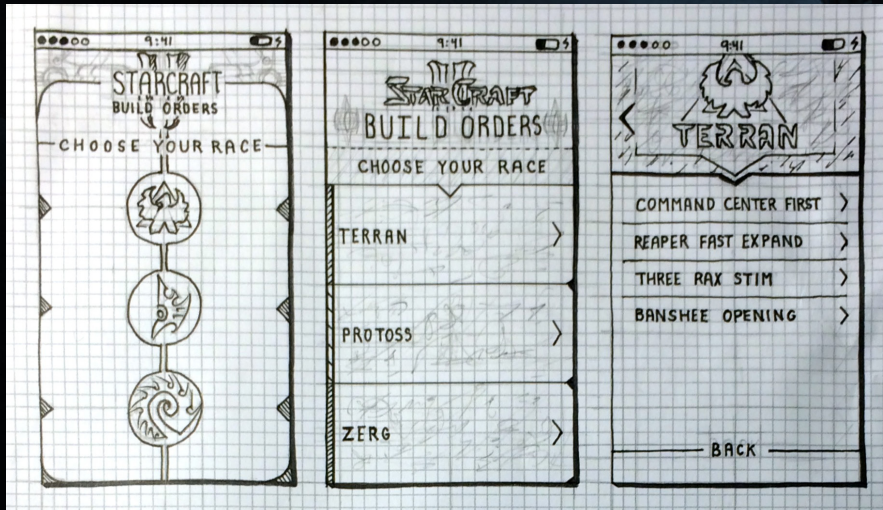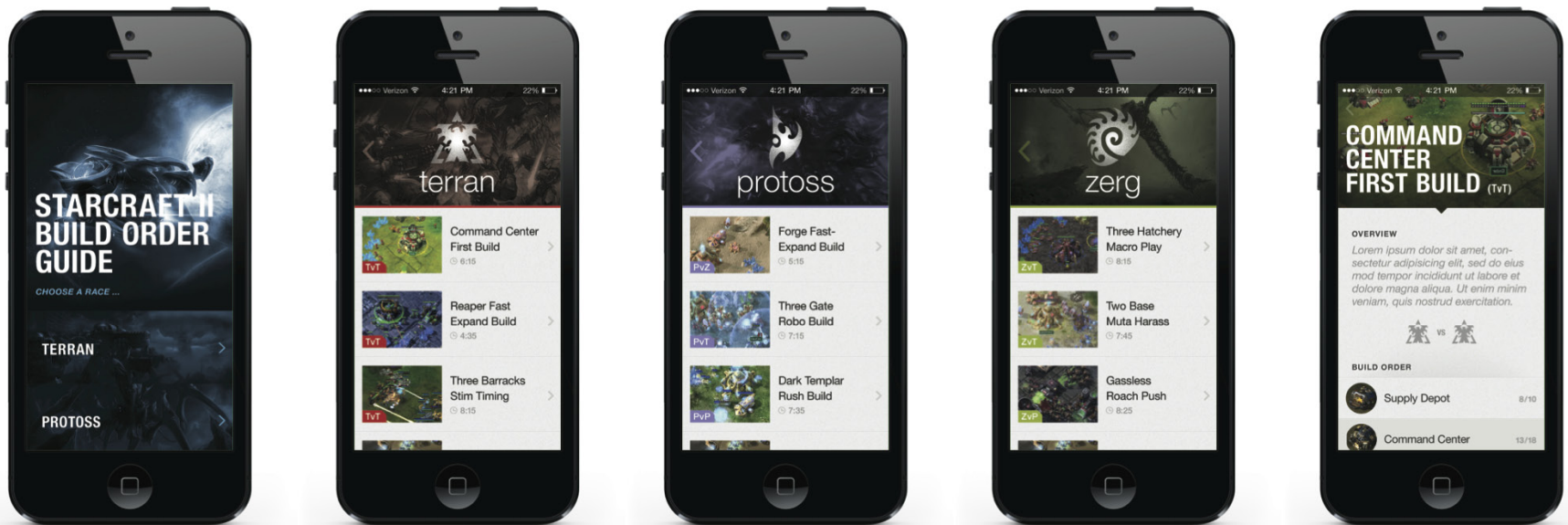
THE CONCEPT

My app offers users a selection of semi-current build orders for each race in StarCraft II. Top-level navigation gives the user a choice of race; mid-level navigation provides a list of currently viable build order for that race. Finally, the lowest level of navigation will detail the steps to a specific build order, as well as tactical context and suggestions for play.
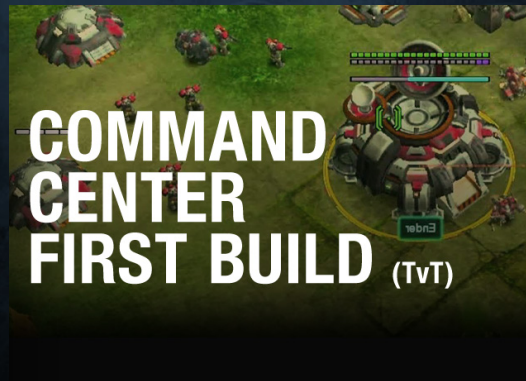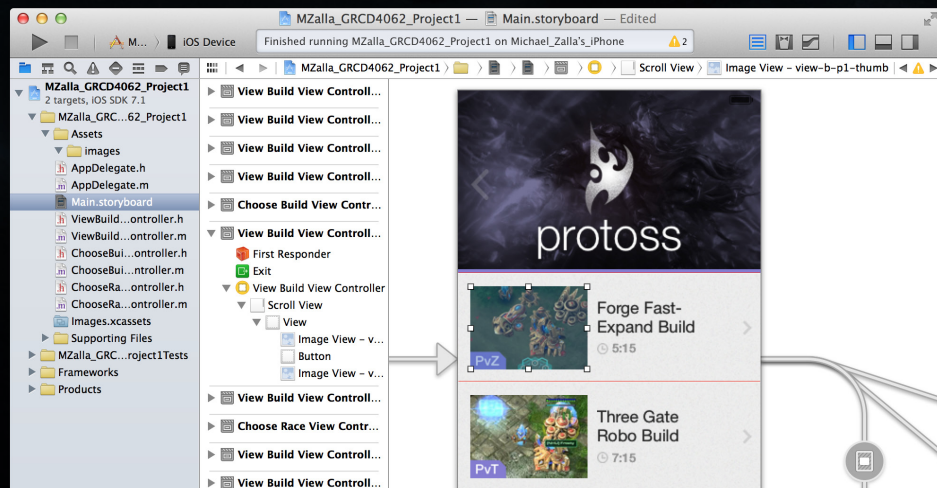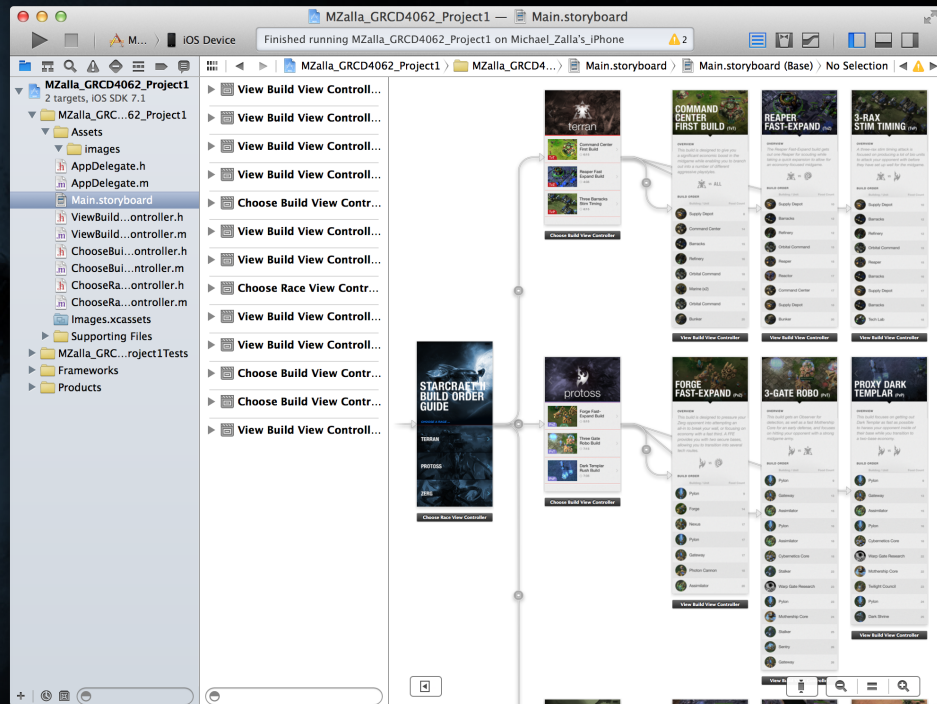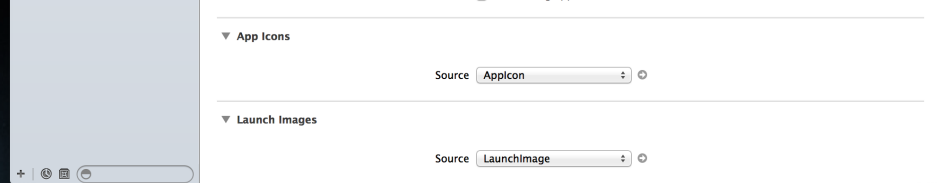
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CHOOSE A RACE ...

TERRAN

WIREFRAMING

DIGITAL MOCKUPS

VIEW COMPONENTS

COMMAND CENTER FIRST BUILD (TvT)

REAPER FAST-EXPAND (TvZ)

ASSEMBLY IN XCODE

FINAL PROTOTYPE