

Sapas (Codename)

A real time strategy video game for Facebook (tm).

"Conquer the galaxy while in command, or just have fun exploring distant solar systems"

Challenges

- Build from scratch a client-server multiplayer game.
- First use of a well-known 3D technology: Unity3D.
- Follow a strict schedule of releases to meet our goals.

Goals

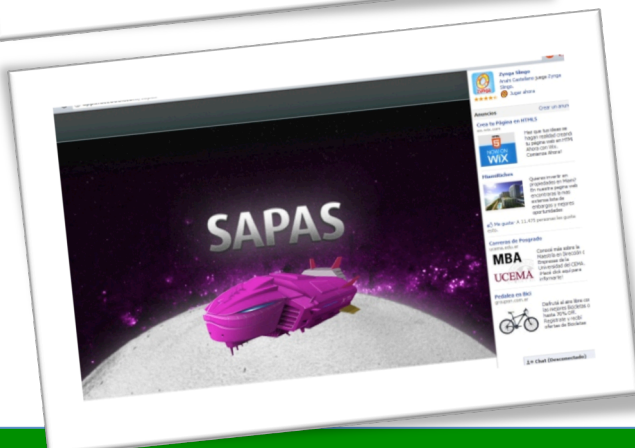
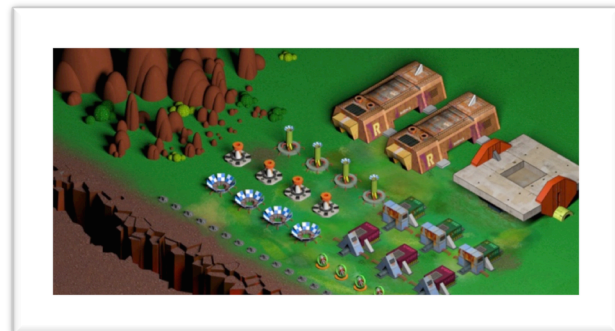
- Persistent universe, to be used by hundreds of players in a daily basis.
- Facebook platform integration.
- Friendly and easy to use.

Results

Even if the game it's not yet finished, we are obtaining very promising results: from dazzling graphics to an immersive interface with an impressive battleground.

After releasing Chapter 1 "The Escape" of Reversion (a point-and-click adventure game) the next step was logical, focus was directed on releasing the second commercially available to the market, and thus, consolidate the presence of 3f interactivo.

Sapas, it's a real time strategy game for Facebook. Themed as a futuristic universe and technologically advanced, three different civilizations compete to conquest the galaxy.



It's using **Unity3D** engine - <http://unity3d.com/> - for the client rendering and **Smartfoxserver** - <http://www.smartfoxserver.com/> - as the massive multiplayer platform. The game will work on the Facebook platform, although we have plans to develop mobile (for Android and iOS) versions of the game, since both technologies allow portability.

As any strategy game, the user have many different resources to choose from structures and spaceships to name a few, and our player must choose one of the three (at least in our first release) civilizations to choose from.

"With more experience comes great responsibility..." - at least that's a way of putting it. More options will become available, spaceships and structures will be unlocked. The ability to reach farthest places and discover unique artifacts, collect trophies and create new abroad base on different planets.

