

Strategy games are known for allowing players to choose from a vast array of different strategies that can be employed to achieve victory. The majority of these games revolve around the standardized pillars of 4X (Explore, Expand, Exploit, Exterminate) games such as Civilization or Stellaris. However, these pillars often encourage conquest or aggressive means to achieve victory, thereby rendering a peaceful approach as a rarely viable strategy to pursue.

In this project, our aim was to create a strategy game that focuses on player interaction through diplomacy. The main goal is to provide players with freedom similar to Diplomacy, where players can and have to utilize multilateral politics in order to achieve victory.

As a proof of concept, we have successfully developed a game prototype using Unreal Engine. The prototype showcases a diplomacy-based game with multilateral diplomacy at its core. The gameplay demonstrates the viability of diplomacy as the primary strategy for achieving victory in video games.