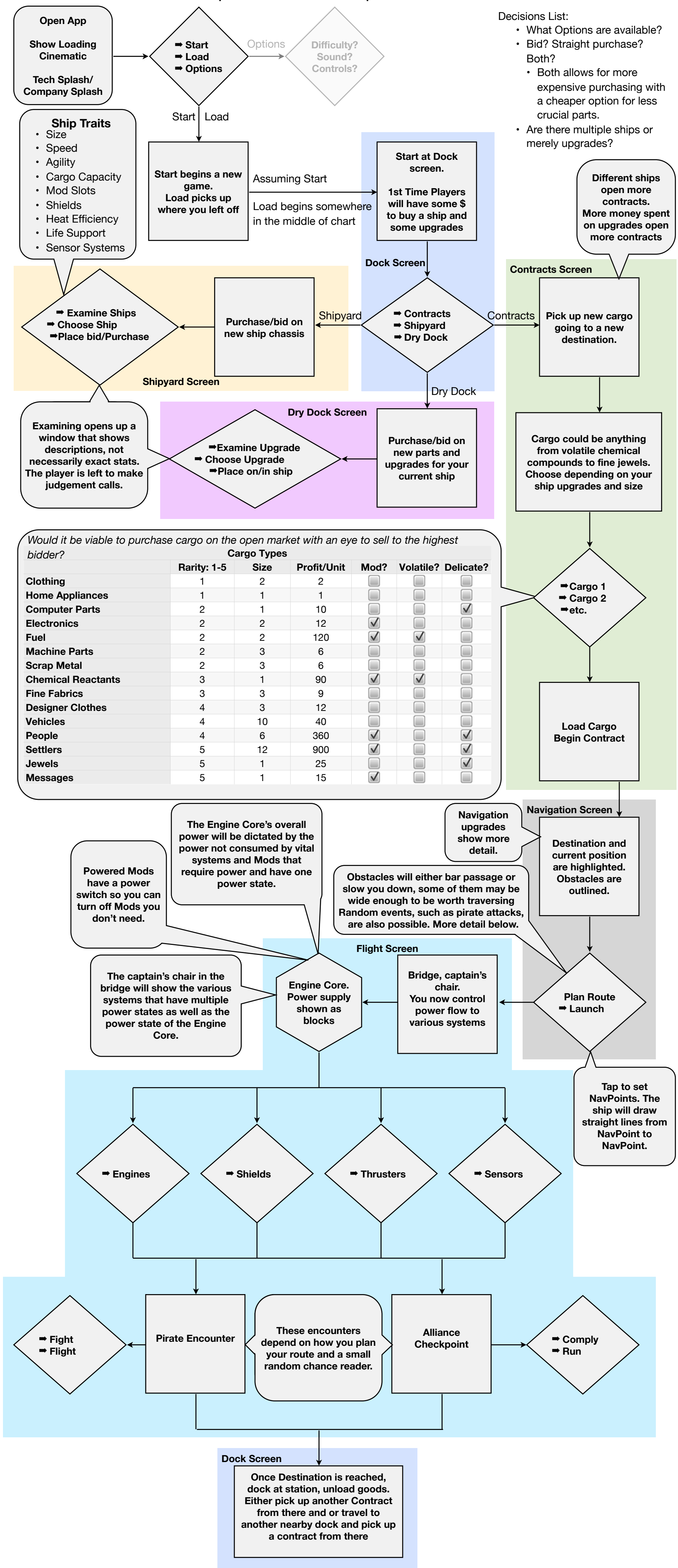


Sprint Trader Concept Flow Chart



Combat & Exploration

Currently the plans for combat and exploration as a means for advancement are sketchy at best. As it stands putting combat into the system would require an entirely different set of mechanics. Probably similar to FTL in that combat would involve power management and button pushing instead of starship acrobatics for simplicity's sake. Sensory systems would detect ships (upgrading them would give more information) and setting the ship as a waypoint would start an engagement with them.

Exploration, however, would simply be the equivalent of missions whose hand-in locations were dispersed. For instance you would be chartered to explore a solar system X created on the bounds of your visible area once there you would be instructed to perform tests (this would probably entail a minigame) and report back. The problem here is keeping the missions interesting, relevant and making exploration a viable way to spend your time compared to trading.

Sprint Trader Ships - Size based stats									
Size	Tiny	-	Small	-	Medium	-	Large	-	Massive
Speed	34	21	13	8	5	3	2	1	1
Agility	55	34	21	13	8	5	3	2	1
Cargo Space	1	2	3	5	8	13	21	34	55
Mod Slots	0	1	2	3	4	5	6	7	8
Shields	0	1	1	2	3	5	8	13	21

Sprint Trader Ships - Point-Buy									
	Start	1 Point	2 Points	3 Points	4 Points	5 Points	6 Points	7 Points	8 Points
Size	Tiny	-	Small	-	Medium	-	Large	-	Massive
Speed	2	-	4	-	6	-	10	-	16
Agility	1	2	3	-	5	-	8	-	13
Cargo Space	1	2	3	5	8	13	21	34	55
Mod Slots	0	1	2	3	4	5	6	7	8
Shields	0	-	-	-	1	-	-	-	2

Sprint Trader Ships - Ship-Based									
	Size	Speed	Agility	Cargo Space	Mod Slots	Shields	Engine	Heat Sinks	Life Support
	Tiny								
	Small								
	Medium								
	Large								
	Massive								

EXAMPLE STATS.

None of these things actually make any difference at the moment it's just brainstorming possible systems for recording player stats and presenting opportunity to create gameplay depth by including multiple ships and systems.

