

Implementation Notes

Features Omitted from Play Test

- Decay: The decay system is not quite ready to be implemented, so the functionality was removed all together, so the game could function smoothly, Currently the next thing to be implemented
- Research Buildings: Research buildings are meant to counter act decay, however since decay is no longer included in the playtest build, research buildings are useless
- Unknown Space has been held back do to too many bugs, this functions as a “fog of war” where players cannot see the map until it is explored.
- Exploration ships, the second types of ships have been disabled and the button does not do anything, since there main function is to remove unknown space, and that feature is yet to be ready for testing.
- Upgrading cities are supposed to increase the rate of Decay however that feature has not been implemented yet
- Audio will be added at a later date as currently, the exact audio choices for effect and ambiance have not been finalized.
- Artwork is still ongoing for the game and will be implemented last with all the core features being completed, and working