Ideas for the Survival Game

AI:

* Different countries and nations also have the behaviours tab and allow communications throw the different people this means that the way people communicate between each other could affect the relationship.
* Trading with other AI, other solar systems have a different set of rules so if entering the players entering must follow and respect the rules of the AI or the other players controlling the land otherwise punishment is under their command.
* Allow the AI nations to develop alongside of the players.
* AI have jobs within the nations that they are part of allowing the nations to function properly.

Space:

* Dangers outside of the planets. e.g. this could be an incident within the rocket such as running out of fuel or colliding with an asteroid. Meaning the rocket would be stranded or damaging depending on how hard, fast and big the asteroid or waste material hit the rocket.
* Asteroids, must implemented into the game
* Gas Giants, mining for power.
* Ice giants to make oxygen and hydrogen.
* Black holes
* Worm holes, ends up in a different part of the galaxy (corrupts and destroys ship)

World:

* Start from the beginning?
* Have starter kit, e.g. farming tools and mining tools as well. General basic ideas and materials needed for the people to comfortably start the game.
* What sort of obstacles can we throw in the way of the player to disrupt the difficulty level? Aggressiveness of animals and other creatures
* Natural disasters on earth such as eruptions and earthquakes. This all depends on where in the world or plant you are on would cause the problem.
* Different environments, extreme environments such as Deserts, or Antarctica, therefore only certain animals and organisms can live in these harsh environments. Players would have to be careful with what they mess with or how the approach the environment.
* Adding seasons, Spring, Summer, Autumn & Winter. Different planets may start at different season and some may last for less amounts of time or possibly longer.
* People divided up between different countries, maybe implement the current world countries and conflicts. Change the situations like the world every update?
* Where do we all start?
* Start at a space fight, a scenario could be you’re in a dog fight and the ship is shot down, you manage to survive, and you are a planet that you don’t know of. (Earth), you find people and begin life the way they are living it. In the end you develop and become intelligent enough make your way back to where you came from.

Resources:

* Ores e.g. Iron, Gold & Copper.
* Alloys, Bronze and other materials that are made from other metals. Use a smeltery or some form of smelting system to use the ores.
* Basic minerals such as Iron has a symbol Fe, and the atom value of such and such… if we implement the periodic table and all the elements with our own as well the different compounds, mixtures and minerals we could make would be awesome.
* Fuels, fossil fuels and other types of fuels would be a really good idea, because the players must power the bases, vehicles and other entities.
* Those fuels have to be refined and fractions in way so the players would have to find a way how to do this.
* Renewable power, such as wind power or hydroelectric. This could be done on a smaller scale with a little river or the players could use the initiative to make the power or design a more effective way.
* Renewable resources such as wood and other plants that grow. For example, at a really simple stage you could use the fibres from stinging nettles.
* Resources such as trees would have to regrow, what about following the biodiversity and the regrowth of plants. E.g. bees pollenating flowers and birds taking and processing seeds
* Food chain? Microorganisms - little fish - larger fish - etc.
* Grades of an ore could be a late game factor, for example the bioleaching could be used to improve a ore, if this was done on an industrious scale. Profits would be incredibly good for the people who developed it and other benefits would come for them as well as good quality ores.

Players:

* Players earn money by having a job and a salary. This job could be anything you could dream of as longs the job is offered by the nations. Remember different nations may have different jobs because of their situation and the circumstances they live in.
* Jobs pay, this could be functional in the real-life way. Employed by large companies and work on behalf of them or start you own business competing against others and sell you skills and materials to other or people to make money. Depending on how well you work is dependent on how much you receive in return.

Hosting:

* 8 players at most, a recommended amount would be 4. The more players the worse the hosting becomes for the person hosting and the players.
* Hosting via servers could be a massive potential, look at GTA servers and other servers similar to them. This could be a potential way forward. Play hosting would be first before probably though.

Laws of the Land:

* All well developed or developing nations should have a set of rules that lay out what should happen, and players/AI should follow these rules otherwise punishments would be enforced. For example, the ‘major nations’ would council if the crime committed was incredibly bad. Death punishments may be enforced elsewhere as supposed to different ones.

Game Modes:

* Dog fighting game mode, this is the starting entry point to the game whilst other features are developed around the game. This game would be a multiplayer game where battles take place around the galaxy. The obstacles could be flying bits of debris from asteroids, destroyed ships & other objects similar to the scene.
* Tests ship flight controls, and other features such as the control panel and the field of view within the plane: 1st person, 3rd person, look down view. These are all ideas that could make the players experience better for the game and the game mode.
* Heists these could consist on taking out a particular target e.g. a nation leader that is corrupt and you have granted access with you and your team to take out this supposed target. Another one could be to board a vessel and take the contraband kill enemies if necessary.
* Capture the flag, for instance whilst the game is in development for larger parts and aspects of the game. We could implement a game mode alongside of the dog fighting too see what players like about the system and how the game could be improved or particular parts about the game.

Economy:

* All countries would need a form of trade, economy or way to thrive otherwise it’s going to be difficult to survive in the harsh reality of the world. Other nations will be more power and successful. Players could follow in suit and sell more items and need resource to climb the graph.
* Countries must make a stable way to control this system otherwise they could fail to succeed and come into massive problems. As the more money you pump into the system the less the money is worth. Therefore, creating a special way for the AI to control it would be easiest and the most efficient method.

Jobs:

* Does your character have the key roles to work in this job? Is the intellectual of the character high enough. What sort of pay is there? Is this person reputable. All these things make you the person for the job. Making you intellect, strength and other aspects could be implemented to make the game more difficult and more realistic for the players. As this could be a proper experience.