|  |  |  |
| --- | --- | --- |
| Simple Parts (Class 1) | Improved Parts (Class 2) | Manufactured (Class 3) |
| * Fabric Parts * Wood Parts * Metal Parts * Plastic Parts * Simple Circuits * Power Components | * Chair Kit (5 Metal Parts, 3 Fabric Parts) * Storage Drawer Kit * Tent Kit * Desk Kit * Bookshelf Kit * Hammock Kit * Stuffed Animal Kit * Fan Kit * Solar Power Kit * Drone Kit * Robot Kit * Improved Processing Upgrade (+1 operation per day) (Robot kit + 5 Simple Circuits) * Improved Power Upgrade (-10% power per day) (Robot Kit + 1 Simple Circuit + 4 Power Components) | * Adv. Circuits (Metal + plastic+ simple circuit) * Adv. Processing Upgrade (Imo. Proc. Update + something) * Home goods - kitchen |

Sales

* Logic to generate customers (from Marketing Operations)
* Space for potential customers to exist (Contacts?)
* Players to choose which potentials become customers
* Players to assign Sales Bots to customers
* Players need more insight into customer limits (max / day/order)
* Storage – Customer item classes
* Some settings for Marketing bots, are they boosting sales or finding customers?

Purchase

* Settings? Purchase bots, assigned to Vendor or finding new ones
* Player needs more insight into vendor limits

Inventory / Items

* Master company – items
  + along with Assembly BOM and Production BOM/Routing information
  + common price starting point (cost & price)
  + Item Category
  + Research Pre-requisite
* Player can’t create, can control some settings
  + Pricing (will affect rate vs variance from market)
  + Reordering / replenishment

Research Tree

* Prerequisites list
  + Other research
  + Material demands
* Description / research point cost
* Affect of this research
  + Increase operations per day (bots / upgrades)
  + Decrease of power use (bots / upgrades / location)
  + Increase # of prospects (contact) found by Marketing Bots
  + Increase # of vendors found by Purchase bots
  + Unlocks Class 2 / 3 items
    - Unlocks of Item Categories within Classes
  + Location Capacity (items / Bots)
  + Unlock of Adv. Logistics

Market Value

* Master Company – per item, demand based pricing