Station Game

* You are on a space station trying to survive
* You are an AI maybe? Like mother computer?
* Tile/Grid based
* Sector Mapping
  + Engineering Sector
  + Metalworking Sector
  + Administrative
  + Barracks
  + Bedding
  + etc.
* Oxygen/Chemical Levels
* Complete valve/oxygen/water system
* Electricity Subsystem
  + Implicit – don’t need to explicitly wire up every. single. structure.
  + Explicit – can build circuits
* Colonists
  + The people you are managing
  + Professions
  + Traits/Personality
  + Items
  + Skills
  + Feelings about things
* Conflict
  + Between colonists
  + Systems Failing (e.g. oxygen)
  + Chemical Imbalances (e.g. to much nitrogen, too much oxygen)
  + Stuff Breaking (e.g. doors, small systems, etc.)