POLISHED stuff:

Haha. yeah right.

INDEV stuff:

AI:

[AI algorithm](https://docs.google.com/document/u/0/d/1O2ZOwTm6Wrn2X4jW-EH6LWJfdw_7xNXJkRrHXuOtFD0/edit)

Missions:

[Mission Structure](https://docs.google.com/document/u/0/d/1suY07xzL2gdEWe50cTZkki1i28RHPBTW6EPRSs7yqzE/edit)

[Mission Catalogue](https://docs.google.com/document/u/0/d/1bbPkG993pal_eql_Lx-C0Rs1vH-Dr0U8dmoGhCsIqso/edit)

Campaign Structure

Player Progression:

[Experience and credits](https://docs.google.com/document/u/0/d/147WFs29n_v042WqC4nQRrMGTXdsvzkCxqWBPg-VHeRE/edit)

[Classes](https://drive.google.com/drive/u/0/folders/1yQHXfVZuHbuS9-sWjt7qXtn4EJ46v8V6)

Lists:

[Pilot abilities](https://docs.google.com/spreadsheets/u/0/d/1wvUpbjBQ4LqBwCj1o-ha2Yk5n5Wqi6ehCP-9hqyZUhE/edit)

[ships](https://docs.google.com/spreadsheets/u/0/d/1qkUk9PeTqvhbeDrqgeRKdmq0i4U6TltR49qVD1u7898/edit)

Faction System:

[Core Faction rules](https://docs.google.com/document/u/0/d/1zE1fQK5Obqf4jkxPmRX7RNb9rmEEPn_UGBunCJWb3Qk/edit) <- page 38 and beyond (yes it’s a mess. I’m working on it ;-;)

[Factions and their *stuff*](https://drive.google.com/drive/u/0/folders/1xF4gzAnCkp6AKzYnNfEi_wedB4Z5XJwW)

ARCHIVED stuff:

[Core Rules Doc](https://docs.google.com/document/u/0/d/1a2UryrWMCWQXSE1bkOuTNGjIXrfxan6_clwY4-gZjAU/edit) <- why did we archive this???