Requirements

* Create a space trading game
* Start on earth
* Have at least 5 planets that players can travel to
* Player should be at least 18 years old
* Game ends when player reaches game goal or reaches 60yrs old
* Primary Goal is to amass wealth by trading goods and services between planets
* Have a good and a bad ending, optionally the alternate (age out) ending.
* Should have a compelling story.
* Travel between planet should follow a standard “warp speed” calculation
* Planets should be arranging on a 2D x/y coordinate system such as distances between planets are provided by the Pythagorean theorem
* Earth must be at origin (x= 0, y = 0)
* Once of the remaining 4 (minimum) planers should be alpha Proxima 1 (x = ~ 4.7, y = 0)
* Travel between planets should occur at user-defined speed specified in Warped Speed Units
* Speed of Light
* User interface should be a TUI built as a console application
* Ships have a specified capacity which can not be exceeded