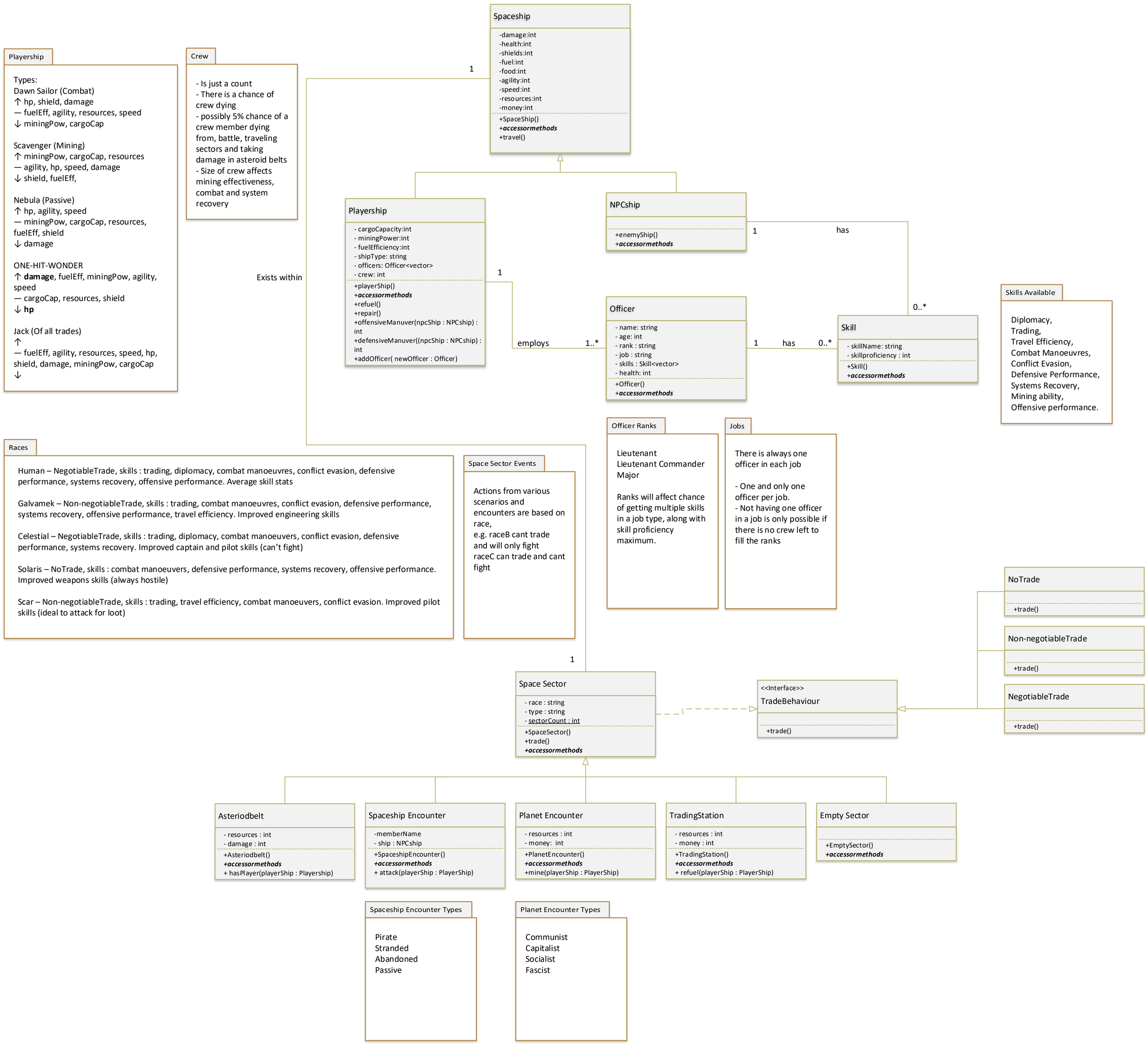
Playership
Types:
Dawn Sailor (Combat)
↑ hp, shield, damage
— fuelEff, agility, resources, speed
↓ miningPow, cargoCap
Scavenger (Mining)
↑ miningPow, cargoCap, resources
— agility, hp, speed, damage
↓ shield, fuelEff,
Nebula (Passive)
↑ hp, agility, speed
— miningPow, cargoCap, resources, fuelEff, shield
↓ damage
ONE-HIT-WONDER
↑ damage, fuelEff, miningPow, agility, speed
— cargoCap, resources, shield
↓ hp
Jack (Of all trades)
↑
— fuelEff, agility, resources, speed, hp, shield, damage, miningPow, cargoCap
↓
Crew
- Is just a count
- There is a chance of crew dying
- possibly 5% chance of a crew member dying from, battle, traveling sectors and taking damage in asteroid belts
- Size of crew affects mining effectiveness, combat and system recovery
Spaceship
-damage:int
-health:int
-shields:int
-fuel:int
-food:int
-agility:int
-speed:int
-resources:int
-money:int
+SpaceShip()
+accessormethods
+travel()
1
Exists within
Playership
- cargoCapacity:int
- miningPower:int
- fuelEfficiency:int
- shipType: string
- officers: Officer<vector>
- crew: int
+playerShip()
+accessormethods
+refuel()
+repair()
+offensiveManuver(npcShip : NPCship) : int
+defensiveManuver((npcShip : NPCship) : int
+addOfficer(newOfficer : Officer)
NPCship
+enemyShip()
+accessormethods
1
has
0..*
1
employs
1..*
Officer
- name: string
- age: int
- rank : string
- job : string
- skills : Skill<vector>
- health: int
+Officer()
+accessormethods
1
has
0..*
Skill
- skillName: string
- skillproficiency : int
+Skill()
+accessormethods
Skills Available
Diplomacy,
Trading,
Travel Efficiency,
Combat Manoeuvres,
Conflict Evasion,
Defensive Performance,
Systems Recovery,
Mining ability,
Offensive performance.
Officer Ranks
Lieutenant
Lieutenant Commander
Major
Ranks will affect chance of getting multiple skills in a job type, along with skill proficiency maximum.
Jobs
There is always one officer in each job
- One and only one officer per job.
- Not having one officer in a job is only possible if there is no crew left to fill the ranks
Races
Human – NegotiableTrade, skills : trading, diplomacy, combat manoeuvres, conflict evasion, defensive performance, systems recovery, offensive performance. Average skill stats
Galvamek – Non-negotiableTrade, skills : trading, combat manoeuvres, conflict evasion, defensive performance, systems recovery, offensive performance, travel efficiency. Improved engineering skills
Celestial – NegotiableTrade, skills : trading, diplomacy, combat manoeuvers, conflict evasion, defensive performance, systems recovery. Improved captain and pilot skills (can't fight)
Solaris – NoTrade, skills : combat manoeuvers, defensive performance, systems recovery, offensive performance. Improved weapons skills (always hostile)
Scar – Non-negotiableTrade, skills : trading, travel efficiency, combat manoeuvers, conflict evasion. Improved pilot skills (ideal to attack for loot)
Space Sector Events
Actions from various scenarios and encounters are based on race,
e.g. raceB cant trade and will only fight
raceC can trade and cant fight
1
Space Sector
- race : string
- type : string
- sectorCount : int
+SpaceSector()
+trade()
+accessormethods
<<Interface>>
TradeBehaviour
+trade()
NoTrade
+trade()
Non-negotiableTrade
+trade()
NegotiableTrade
+trade()
Asteriodbelt
- resources : int
- damage : int
+Asteriodbelt()
+accessormethods
+ hasPlayer(playerShip : Playership)
Spaceship Encounter
-memberName
- ship : NPCship
+SpaceshipEncounter()
+accessormethods
+ attack(playerShip : PlayerShip)
Planet Encounter
- resources : int
- money: int
+PlanetEncounter()
+accessormethods
+mine(playerShip : PlayerShip)
TradingStation
- resources : int
- money : int
+TradingStation()
+accessormethods
+ refuel(playerShip : PlayerShip)
Empty Sector
+EmptySector()
+accessormethods
Spaceship Encounter Types
Pirate
Stranded
Abandoned
Passive
Planet Encounter Types
Communist
Capitalist
Socialist
Fascist