Game 1 - Space Trading Game

New focus

- Galactic business exploitation sim
- Single player, computer AI
- multi-player, turn based, server-resolution

Galactic sector
        100 systems

each System
   exploitable resource   required goods   trade post

- trade routes between systems
- multiple commodities
- each system can have multiple trade posts
- player can setup resource exploitation to sell to general or to use as trade route anchors
- corporate security to protect resources or raid "enemy" trade
- system attributes define local population needs/wants
- Galactic business news network to announce background simulation events
- Trade route value based on class of commodity vs destination of trade route endpoints.