

# Space Tycoon

## Game Flow

### Player Start :

- Select start system from (3) choices.
  - Each system's info is fully known / displayed
  - Player creates initial HQ in starter system and begins with:
    - HQ Facility (Upgradable)
    - (1) Scouting vessel
    - (1) resource exploitation facility (Dependant on resource type)
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### Turns:

- Scout vessel can be used to travel to other systems to discover information on:
  - local resource type
  - local native population (various attributes)
  - Status of rival corporate presence
  - Sacrifice ship to land and build satellite business office and create new corporate presence
- Planetary buildings:
  - HQ:
    - Initiate / Respond to communications from rival corporations
    - Receive news / status updates from controlled systems and for scout vessels en route
    - View / manage top-level financial status
    - manage overall security policies
      - Aggressive / defensive combat reactions to rival corporations
    - manage local population policies
      - exploit or embrace native populations