

# Game 1 - Space Trading Game

## Things to research:

- C128 80x25 text screen dimensions
- " character font dimensions
- Apple II 80 col text screen dimensions
- " character font dimensions
- character sets for both platforms  
for "reserved" characters to define  
and use

## - Define destination structure:

System → Planet → Port (multiple locations)

-OR-

System → Port (Single location per system)

## - Define Port endpoint attributes

## - Define player vessel structure:

- Basic statistics
- Player upgradeable modules
- Ship roles/classes?

## - Define available player actions/goals

- Pure trading vs. background NPC opponents?
- Combat allowed?
- Single vessel player role vs. higher level  
business simulation?
- Purchasable items beyond commodities?
  - Trading posts, delivery/transport networks,  
media/advertising?