Ship Records

This ship system tracks the major events that occur and simply logs them in chronological order. Hopefully this is simple because it is likely already being done or tags can be added.

What should be logged as significant?

- Course change - Actually locking in a new one and the associated destination.
- Speed change
  - Impulse/Warp/Full Stop
- Weapons being fired
- Shields raised/lowered
  - Damaged percentage
- Communications
  - Short range lines connected & disconnected
  - LRM's sent and their destination? Maybe destination is too personal of information.
- Alert status changes
- Transports external to the ship - This one might be hard to log without changing out transporters work but I don't think you would track internal transports.
- Maybes - Is this a significant event and do we want it logging those.
  - Hull damage or if a registered torpedo/phasers hit. Since this is mostly done by the FD it probably wouldn't be as accurate. Plus it might overwhelm that section of the log.
  - Systems repaired?
  - Probes launched

You can pull up other ships logs and compare them to your own or two different ships. I don't want to timestamp it so they can see a time, but perhaps it would be beneficial to have a way to align the logs. That's also going to be harder to falsify as a document so perhaps unless it is another of our ships then there isn't a timestamp alignment.
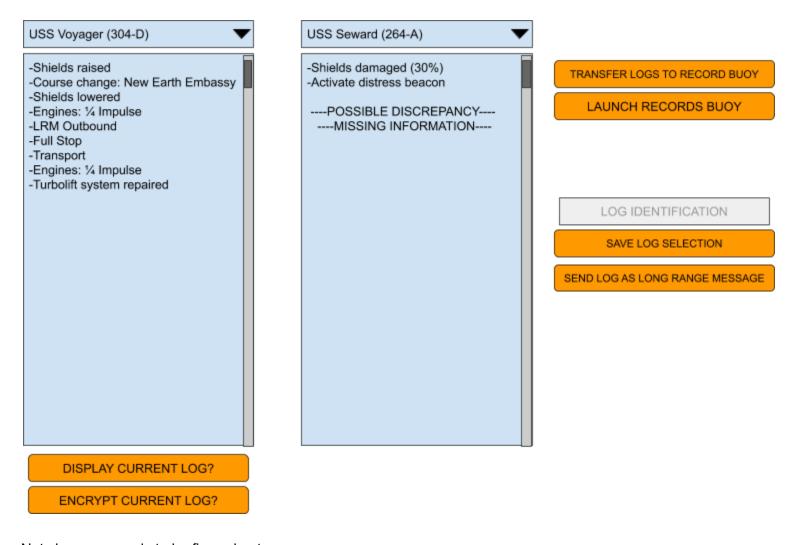
User examples requested by Alex

Ship A comes up to a suspicious shi (B)p. Ship A is a federation ship such as the Phoenix that is tasked with security of the area. They talk to the crew and don't trust their answers and request their ship logs for the last 12 hours. They get the log from the other ship and it shows that ship B has been to the planets they said they were at to help corroborate their story.

Example 2 - Ship A recovers the wreckage of a small ambassador's shuttle. They pass on these salvaged records as evidence to their Klingon friends.

Example 3 (Altering records) - Ship B gets stopped and questioned by Ship A. Ship B's intel officer quickly adjusts their records to show that they totally weren't just at a station that was recently robbed. The captain of B has to keep A chattering while their computer slowly encodes the records to look authentic and unaltered.
- If B doesn't complete the encoding of the log then the record would flag a percentage of the changes as discrepancies in the log. If ship A asks about those then B has to come up with an excuse for why.

Example 4 - False leads - Ship A generates a forged log for another ship. Since it doesn't match their encoder it has all sorts of discrepancies, but they could try to pass it off to another ship to send them on a false lead or just to buy themselves some time to accomplish something in their mission.

USS Voyager (304-D) ▼	USS Seward (264-A) ▼	

-Shields raised
-Course change: New Earth Embassy
-Shields lowered
-Engines: ¼ Impulse
-LRM Outbound
-Full Stop
-Transport
-Engines: ¼ Impulse
-Turbolift system repaired

-Shields damaged (30%)
-Activate distress beacon

----POSSIBLE DISCREPANCY----
----MISSING INFORMATION----

TRANSFER LOGS TO RECORD BUOY

LAUNCH RECORDS BUOY

LOG IDENTIFICATION

SAVE LOG SELECTION

SEND LOG AS LONG RANGE MESSAGE

DISPLAY CURRENT LOG?

ENCRYPT CURRENT LOG?
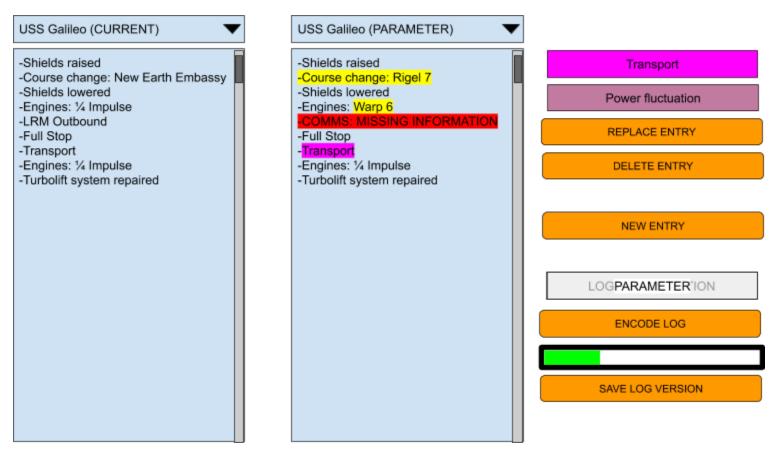
Not shown or needs to be figured out:
- How do you select the start and end of a log you want to save as a snippet? More of a question of best practices for Alex. Personally I would think to put a "Start" check mark or arrow and a "finish" one. I don't know how plausible or easy to operate that would be.
  - Maybe each line/event has a number next to it. Then there are fields where the enter the start and end line numbers. It could then highlight that section whenever those fields are filled.
- Do we have a button to quickly show the current log? The other option is that it is just one of the pull down options at the top of the list.
  - If the "Current" log is displayed then it should show live updates. If there is a live update how will that impact the scroll bar on the side. Do we have it jump to the current always? Make a pause/review button to disable that temporarily?
- Do we let them encrypt the current log? If it goes through LRM, then the review process can choose to encrypt or not.
- When sending it as a long range message does the person at this station specify who it goes to with a pop up box? Or can that be a feature added to the LRM review. They have the option to change the destination of a message.

Questions/features to consider:
1. What should each line of entry say as far as terminology used?
2. Should there be a way to manually enter something into the records log that any ship can use or does that potentially taint it?
3. If they can choose what snippets to share will we get lots of crews that just do tiny bits and we waste a lot of time with characters asking for more?

4. Have a simplified version that only shows some items and a more advanced version that has way more detail. The advanced might even show sensor contact encounters or other details that are harder to sift through or hide. Not just shields being raised or lowered but if the frequency changes.
5. Maybe it would be more flexible that the ship config can flag which items are entered into the log?
6. Categories - Perhaps each item fits into a different type of category. Navigation, Communications, Tactical. An extra layer of imprinting with the log that helps identify if something is authentic or specific to that type of system.
7. What's the best way to represent that something has been potentially doctored besides human error?
    a. Most of the time this would just be related to the FD, but for future joint missions this could be important. Maybe it either gets 100% encoded or it shows a discrepancy error that they have to talk their way out of.
8. How do we make the screen more graphically stimulating? Perhaps a constant scan of the ship model? When a new entry is received it blips a dot randomly on the model as if the signal is coming from there. Having the new entry typed out at a moderate speed instead of an instant line of text. It could highlight the category before the specific details are added a couple seconds later. So you might see a bunch of stuff related to engines before the specifics load. This is only for the really bored people watching the screen.

Log Altering (Records Forging?)

USS Galileo (CURRENT) ▼	USS Galileo (PARAMETER) ▼	
-Shields raised	-Shields raised	**Transport**
-Course change: New Earth Embassy	-Course change: Rigel 7 (highlighted yellow)	**Power fluctuation**
-Shields lowered	-Shields lowered	**REPLACE ENTRY**
-Engines: ¼ Impulse	-Engines: Warp 6 (highlighted yellow)	**DELETE ENTRY**
-LRM Outbound	-COMMS: MISSING INFORMATION (highlighted red)	
-Full Stop	-Full Stop	**NEW ENTRY**
-Transport	-Transport (highlighted magenta)	
-Engines: ¼ Impulse	-Engines: ¼ Impulse	LOGPARAMETERION
-Turbolift system repaired	-Turbolift system repaired	**ENCODE LOG**
		[green progress bar]
		SAVE LOG VERSION

Should a log that is being altered be able to maintain receiving new current entries? So if I setup a secondary log and I want to keep editing it as we go so that it is an ongoing resources should that be possible? Or do I have to always grab a snippet and edit it at the time I need it?

- I could see editing a snippet easier to program and perhaps easier to understand or even maintain. Having that ongoing though makes it easier to show a longer series of events to someone asking and to pull it up quickly. This I think would encourage that officer to maintain that editing as they go.
- If they have to edit it as a snippet rather than an ongoing log then it might take longer in those clutch story moments, especially for slow typists. Though you could train people to create snippets as they go so they can pull those up when needed. Building a library of lies.
    - I think having a library of snippets might feel less gratifying if they aren't used because then each snippet becomes a separate piece of effort potentially wasted. Whereas an ongoing log is both easier to share with other ships because you get to feel like you are sharing a lot and perhaps more gratifying because you have built this big elaborate story to send. Though that might make it more difficult to hide things.

- Should there be an option to remove all encoding?
- Can they edit a log they get from someone else, but can't encode it because it isn't specific to their ship? Basically tampering with evidence.

Fun potential terms to incorporate in the controls or training:
- Cryptoprocessor
- Apocryphal
- Bamboozling
- Fabricate

Core Layout

Functions desired
- Read
- Edit current or snippet logs
- Upload logs
- Delete logs,
- Preset logs - These can be added during the initialize like sensor scans.
- Generate random logs
  - The purpose of auto generate is for those ships that they might stop that aren't story related and that don't have a preset ready.
  - Select how many entries to generate before it processes.
    - Might have to make this somewhat intelligent that if a speed is at full stop it doesn't stop again.
  - You can manually change it of course before uploading or saving it
- Ship presets or startup logs
  - It might be a good story element for them to be able to look back at their ships log. This is what you were doing right before you started controlling the ship. If a mission specific log get uploaded as the original (check box?) then it clears out the previous log
    - Fun for Event Horizon
    - Is there a feature that Alex has already designed that lets us go back to a certain point in the mission? I think it might have just been discussed as a possibility.

USS Galileo (CURRENT) 90% Encoded ▼

-Shields raised
-Course change: New Earth Embassy
-Shields lowered
-Engines: ¼ Impulse
-LRM Outbound
-Full Stop
-Transport
-Engines: ¼ Impulse
-Turbolift system repaired

Upload/Save Entry

[PARAMETER - 406 B]

Name of Entry

Delete Selected Entry

Generate Entry

Preset Entries ▼

Insert Entry Line (For the current timeline)