

# Stellaris Sandbox: Portfolio Assignment

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CS 340-400 Winter 2021

Oregon State University

Link to HTML Interface: <http://flip3.engr.oregonstate.edu:3845/>

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# 1 Executive Summary of Project Changes

- Change colors to use RGB hex color codes rather than a choice between a small number of colors.
- Replaced the Systems int starCount attribute with a varchar(16) type attribute that can be one of {"unary", "binary", "trinary"}. Because of the few options available, it makes more sense and is more immersive to use these names rather than a number.
- Changed color attributes to be varchar(7) instead of varchar(6) so that they could include the # symbol in the hex code color (ex: #FFFFFF).
- Change minimum system orbitalRadius to 0.25 in the outline.
- Add a varchar(16) planetType attribute to bodies to further characterize what kind of planet the body is if its type is "planet". This is set at random upon creation and is used only to stylize bodies when they are displayed in JavaScript canvases.
- Add varchar(24) star1Type, star2Type, and star3Type attributes to systems to further characterize what kind of stars it has. For unary systems, star2Type and star3Type default to NULL, and for binary systems, star3Type is NULL. These are set at random upon creation and are used only to stylize systems when they are displayed in JavaScript canvases.

## 2 Project Outline

In the videogame Stellaris, players control galactic empires competing for control of a galaxy and its resources. Stellaris Sandbox is a database-driven website that will allow users to design a galaxy so that a game of Stellaris can be played in it. This will provide users with the freedom to create new starting circumstances for players, lending itself especially to role-playing oriented players. Stellaris has an average of 14,000 concurrent players on PC alone and a number of active online communities, together making up a large audience with a potential interest in the tool. A custom mod would be needed in order to import the galaxies designed in Stellaris Sandbox into the game itself.

Using Stellaris Sandbox, users can create between 200 and 1000 Systems within the galaxy as well as the hyperlanes that connect them. Users can also create between 0 and 10 Bodies, such as planets, within Systems that can each contain 0 to 3 exploitable Resource deposits. AI-controlled Empires can also be created that span Systems and start off with given quantities of each Resource.

In Stellaris, there is only one galaxy, so Stellaris Sandbox will only allow design of a single galaxy at a time. Since users will be expected to create galaxies with a large number of Systems, Stellaris Sandbox will provide templates and other tools to automatically generate features which can then be edited by the user.

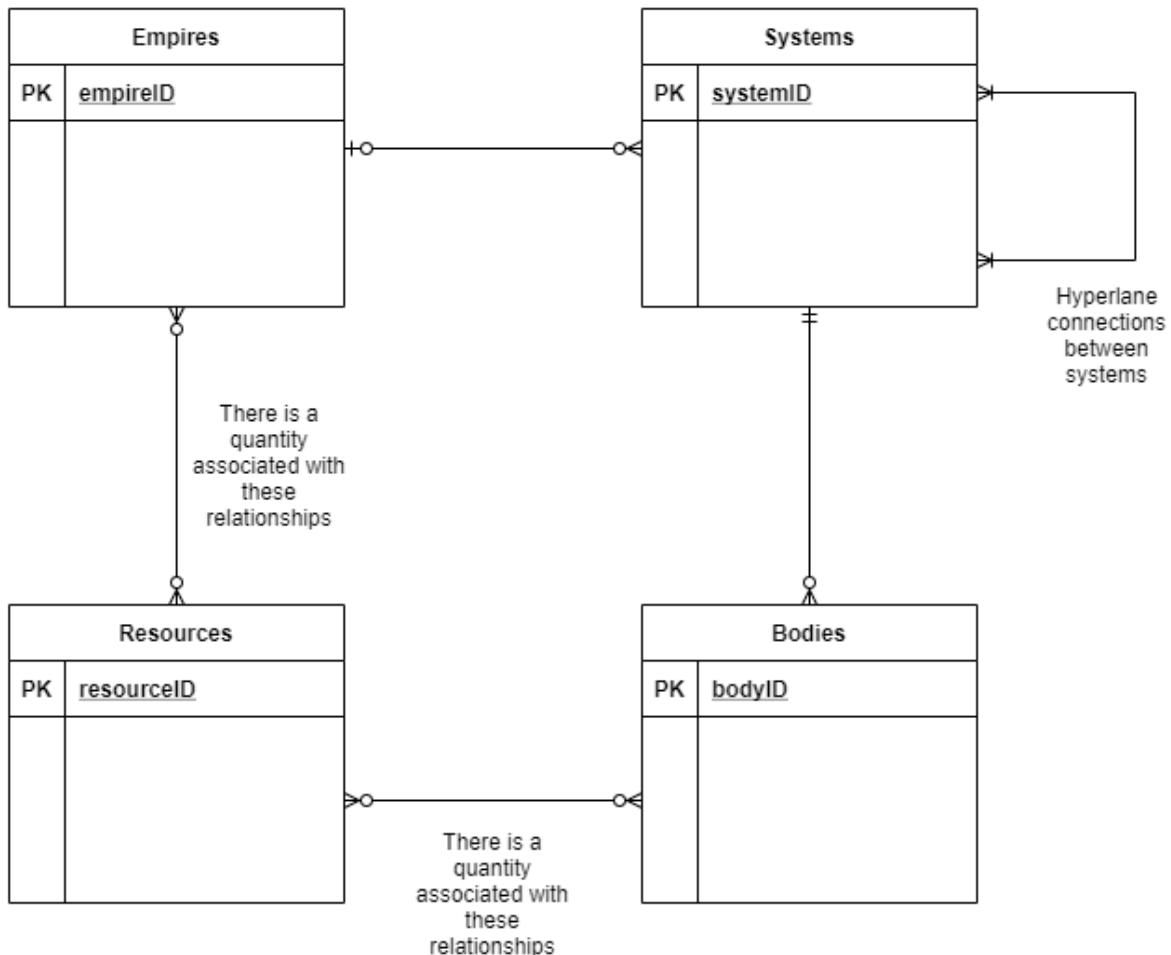
### 3 Database Outline

- Empires: Pre-existing, AI-controlled galactic empires
  - empireID: int, auto\_increment, unique, not NULL, PK
  - name: varchar(255), not NULL
  - aggressiveness: varchar(16), not NULL, one of {"passive", "moderate", "aggressive"}
  - primaryColor: varchar(7), not NULL, the color Hex code
  - secondaryColor: varchar(7), not NULL, the color Hex code
  - isFallenEmpire: bool, not NULL
  - Relationship: 1:M between Empires and Systems, implemented with empireID as a FK within Systems. This relationship represents which empire owns the system.
  - Relationship: M:M between Empires and Resources, implemented in a separate table with empireID and resourceId as FKs and an int resourceQuantity. This represents resource stockpiles owned by an empire. Owner: Logan Traffas
  - Owner: Matthew Macovsky
- Systems: Star systems connected by hyperlanes and controlled by empires
  - systemID: int, auto\_increment, unique, not NULL, PK
  - name: varchar(255), not NULL
  - type: varchar(16), not NULL, one of {"unary", "binary", "trinary"}
  - star1Type: varchar(24), default NULL, one of {"class b", "class a", "class f", "class g", "class k", "class m", "class m red giant", "class t brown dwarf"}
  - star2Type: varchar(24), default NULL, one of {"class b", "class a", "class f", "class g", "class k", "class m", "class m red giant", "class t brown dwarf"}
  - star3Type: varchar(24), default NULL, one of {"class b", "class a", "class f", "class g", "class k", "class m", "class m red giant", "class t brown dwarf"}
  - orbitalRadius: float, not NULL, between 0.25 and 1.0
  - theta: float, not NULL, between 0 and 360. The theta and orbitalRadius attributes together indicate the positions of Systems in the galaxy using polar coordinates.
  - empireID: int, FK
  - Relationship: M:M between Systems, implemented in a separate table with system1 and system2 as FKs. This relationship consists of the hyperlane connections between systems. Matthew Macovsky and Logan Traffas will work together on this relationship in the database.
  - Relationship: 1:M between Systems and Bodies, implemented with systemID as a FK within Bodies. Owner: Logan Traffas

- Indirect Relationship: M:M between Systems and Bodies, since Systems contain Bodies which are in turn related to Resources. Does not require explicit implementation in the database.
- Owner: Logan Traffas
- Bodies: Astronomical bodies that reside in systems (namely planets and asteroids)
  - bodyID: int, auto\_increment, unique, not NULL, PK
  - name: varchar(255), not NULL
  - type: varchar(16), not NULL, one of {"planet", "asteroid"}
  - planetType: varchar(16), default NULL, one of {"arid", "desert", "savannah", "alpine", "arctic", "tundra", "continental", "ocean", "tropical"}
  - orbitalRadius: float, not NULL, between 0.1 and 1.0
  - theta: float, not NULL, between 0 and 360. The theta and orbitalRadius attributes together indicate the positions of Bodies in Systems using polar coordinates.
  - systemID: int, not NULL, FK
  - Relationship: M:M between Bodies and Resources, implemented in a separate table with bodyID and resourceId as FKs and an int resourceQuantity. This represents resource deposits on a body that can produce that many of that resource per month.  
Owner: Matthew Macovsky
  - Owner: Logan Traffas
- Resources: Resource deposits on bodies that can be exploited by empires
  - resourceId: int, auto\_increment, unique, not NULL, PK
  - name: varchar(255), not NULL
  - baseMarketValue: float, greater than 0
  - color: varchar(7), not NULL, the color Hex code
  - Owner: Matthew Macovsky

## 4 Entity-Relationship Diagram

Stellaris Sandbox: ER Diagram



## 5 Schema

```
Empires(  
    empireID,  
    name,  
    aggressiveness,  
    primaryColor,  
    secondaryColor,  
    isFallenEmpire)  
  
Systems(  
    systemID,  
    name,  
    type,  
    star1Type,  
    star2Type,  
    star3Type,  
    orbitalRadius,  
    theta,  
    empireID)  
  
Bodies(  
    bodyID,  
    name,  
    type,  
    planetType,  
    orbitalRadius,  
    theta,  
    systemID)  
  
Resources(  
    resourceID,  
    name,  
    baseMarketValue,  
    color)  
  
Hyperlanes(  
    system1ID,  
    system2ID)  
  
ResourceStock(  
    empireID,  
    resourceID,  
    quantity)  
  
ResourceDeposits(  
    bodyID,  
    resourceID,  
    quantity)
```

## 6 Screen Captures

### 6.1 Home Page

Figure 1: Home page, hub slide.

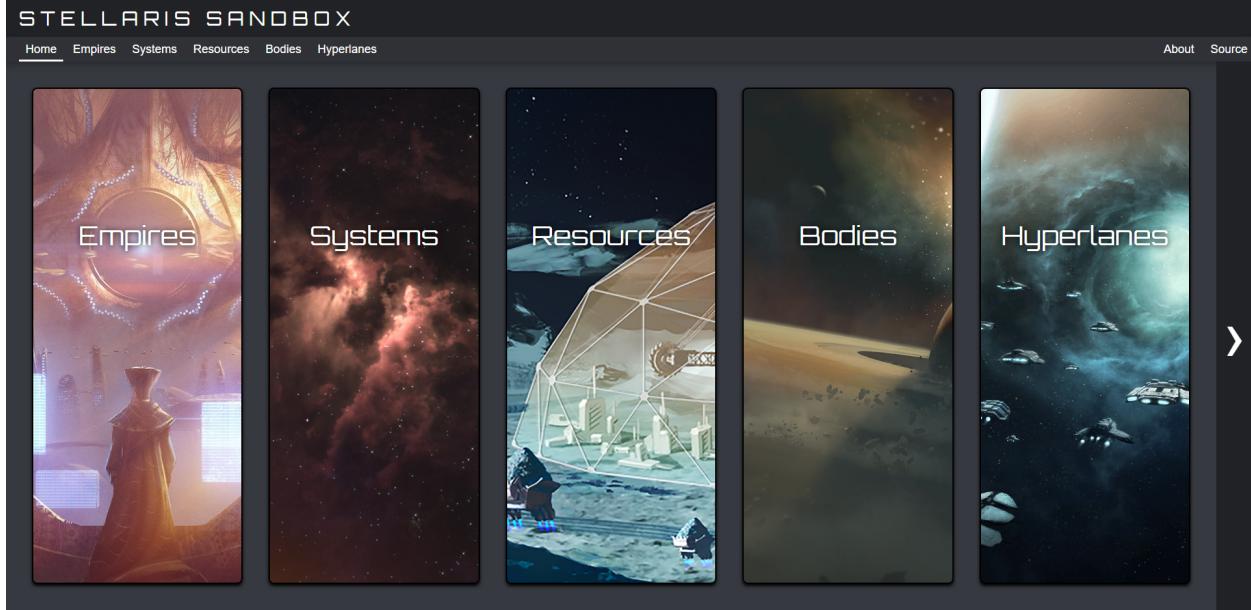
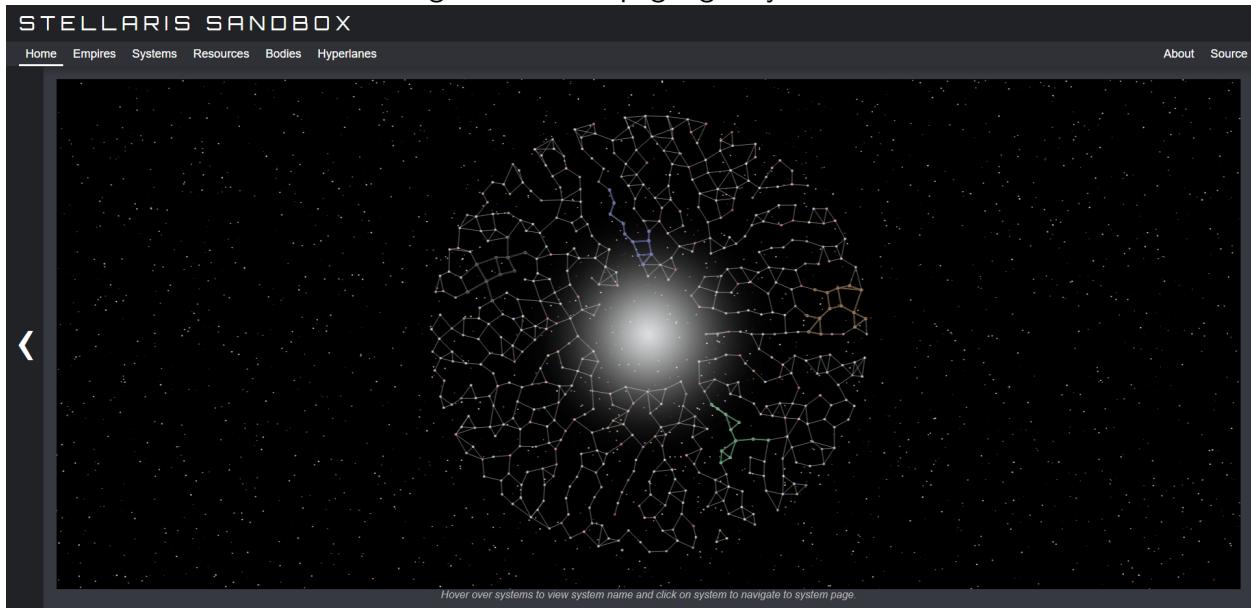


Figure 2: Home page, galaxy slide.



## 6.2 Empires

Figure 3: BROWSE Empires page.

Name	Aggressiveness	Primary Color	Secondary Color	Fallen Empire
Borg Community	Moderate	#20853C	#BD4B4B	Yes
Jhelma Dominion	Passive	#693504	#000000	No
Tzynn Empire	Aggressive	#000000	#7A1707	No
United Nations of Earth	Moderate	#3841A1	#000000	No

Figure 4: DELETE Empire page.

Are you sure?

Yes No

Figure 5: CREATE Empire page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**Create New Empire**

Name:

Aggressiveness:  Passive  Moderate  Aggressive

Primary Color:

Secondary Color:

Fallen Empire:

**Resource Stocks**

Create New Resource Stock A resource stock exists for each resource, so no new ones can be created.

Resource	Quantity
Alloys	90000
Energy Credits	80000
Engineering Research	140000
Minerals	100000
Physics Research	135000
Society Research	130000

**Owned Systems**

Name

Figure 6: READ Empire page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**View Empire**

Name:  Borg Commonwealth

Aggressiveness:  Passive  Moderate  Aggressive

Primary Color:

Secondary Color:

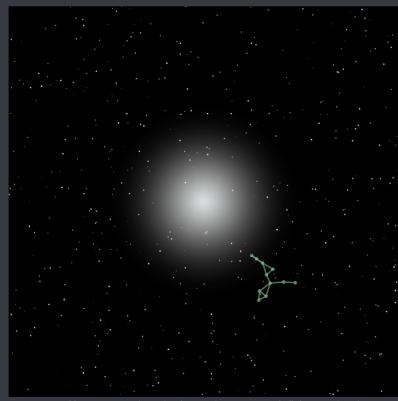
Fallen Empire:

**Resource Stocks**

Resource	Quantity
Alloys	90000
Energy Credits	80000
Engineering Research	140000
Minerals	100000
Physics Research	135000
Society Research	130000

**Owned Systems**

Name
Alvymra



Hover over systems to view system name and click on system to navigate to system page.

Figure 7: READ/UPDATE Empire page.

The screenshot shows the 'Edit Empire' page of the Stellaris Sandbox application. The top navigation bar includes links for Home, Empires, Systems, Resources, Bodies, Hyperlanes, About, and Source. On the left, there's a sidebar titled 'Edit Empire' with fields for Name (Borg Commonwealth), Aggressiveness (set to Aggressive), Primary Color (green), Secondary Color (red), and Fallen Empire (checked). Below this is a 'Resource Stocks' section with a table:

Resource	Quantity
Alloys	90000
Energy Credits	80000
Engineering Research	140000
Minerals	100000
Physics Research	135000
Society Research	130000

There are also 'Delete' buttons next to each row. To the right of the table is a star map showing a cluster of stars with a green outline around one of them, accompanied by the text 'Hover over systems to view system name and click on system to navigate to system page.' At the bottom left, there's a 'Owned Systems' section with a table:

Name
Alvyrra

With buttons for Highlight, View, Edit, and Remove Ownership.

## 6.3 Systems

Figure 8: BROWSE Systems page.

The screenshot shows the STELLARIS SANDBOX interface. At the top, there's a navigation bar with links for Home, Empires, Systems, Resources, Bodies, Hyperlanes, About, and Source. Below the navigation bar is a search bar labeled "Search systems by name". A table lists various systems with columns for Name, Type, Orbital Radius, and Theta. Each system entry includes "Highlight", "View", "Edit", and "Delete" buttons. To the right of the table is a map of the galaxy with a grid overlay, showing the relative positions of multiple star systems. A tooltip at the bottom right of the map area says: "Hover over systems to view system name and click on system to navigate to system page."

Name	Type	Orbital Radius	Theta	
Acamar	Trinary	0.250631	246.505	[Highlight] [View] [Edit] [Delete]
Acculum	Trinary	0.347823	151.992	[Highlight] [View] [Edit] [Delete]
Adranell	Binary	0.347967	225.319	[Highlight] [View] [Edit] [Delete]
Adimir	Binary	0.908379	341.592	[Highlight] [View] [Edit] [Delete]
Aesir	Unary	0.855902	345.02	[Highlight] [View] [Edit] [Delete]
Aethos	Trinary	0.852398	334.217	[Highlight] [View] [Edit] [Delete]
Afmyke	Trinary	0.446057	296.493	[Highlight] [View] [Edit] [Delete]
Ajam	Trinary	0.445648	246.507	[Highlight] [View] [Edit] [Delete]
Ajandis	Binary	0.946708	168.79	[Highlight] [View] [Edit] [Delete]
Alamak	Binary	0.699288	0.814448	[Highlight] [View] [Edit] [Delete]
Aldebaran	Trinary	0.946313	146.696	[Highlight] [View] [Edit] [Delete]
Alidib	Trinary	0.593428	80.6708	[Highlight] [View] [Edit] [Delete]
Alioth	Binary	0.945219	184.634	[Highlight] [View] [Edit] [Delete]
Almach	Unary	0.588681	139.418	[Highlight] [View] [Edit] [Delete]
Alpha Hydri	Binary	0.552514	75.5904	[Highlight] [View] [Edit] [Delete]
Alvryra	Unary	0.64288	299.336	[Highlight] [View] [Edit] [Delete]
Anachonus	Binary	0.805517	196.033	[Highlight] [View] [Edit] [Delete]
Antak Rham	Trinary	0.490433	276.994	[Highlight] [View] [Edit] [Delete]

Figure 9: DELETE System page.

This screenshot shows the STELLARIS SANDBOX interface after selecting the delete option for a system. The page layout is identical to Figure 8, with the navigation bar, search bar, and galaxy map. However, a modal dialog box titled "Are you sure?" is centered on the screen, containing "Yes" and "No" buttons. The table of systems is visible in the background.

Figure 10: CREATE System page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**Create New System**

Name:	<input type="text"/>
Type:	<input checked="" type="radio"/> Unary <input type="radio"/> Binary <input type="radio"/> Trinary
Orbital Radius:	<input type="text"/> 0.5
Theta:	<input type="text"/> 0
Owning Empire:	<input type="text"/>

**Bodies**

Name	Type
<a href="#">Create</a>	<a href="#">Cancel</a>

Figure 11: READ System page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

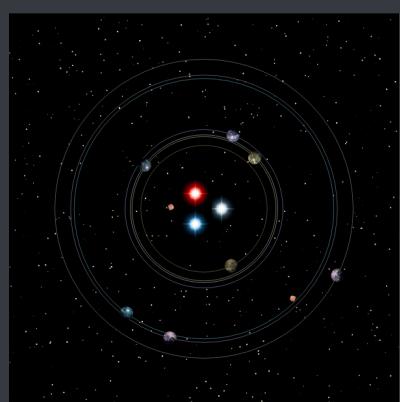
**View System**

Name:	<input type="text"/> Acamar
Type:	<input type="radio"/> Unary <input type="radio"/> Binary <input checked="" type="radio"/> Trinary
Orbital Radius:	<input type="text"/> 0.250631
Theta:	<input type="text"/> 246.595
Owning Empire:	<input type="text"/> None

**Bodies**

Name	Type				
Acamar 9192-233-D	asteroid	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar BT-QW1	asteroid	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar III	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar IV	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar IX	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar V	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar VI	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar VII	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>
Acamar VIII	planet	<a href="#">Highlight</a>	<a href="#">View</a>	<a href="#">Edit</a>	<a href="#">Delete</a>

[Return](#)



Hover over bodies to view body name and click on body to navigate to body page.

Figure 12: READ/UPDATE System page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**Edit System**

Name:	Acamar
Type:	<input checked="" type="radio"/> Unary <input type="radio"/> Binary <input checked="" type="radio"/> Trinary
Orbital Radius:	0.250631
Theta:	246.505
Owning Empire:	None

**Bodies**

Name	Type
Acamar 9192-233-D	asteroid
Acamar BT-QW1	asteroid
Acamar III	planet
Acamar IV	planet
Acamar IX	planet
Acamar V	planet
Acamar VI	planet
Acamar VII	planet
Acamar VIII	planet

[Create New Body](#)

[Save](#) [Cancel](#)

## 6.4 Bodies

Figure 13: BROWSE Bodies page.

The screenshot shows the 'Bodies' section of the STELLARIS SANDBOX interface. At the top, there is a navigation bar with links for Home, Empires, Systems, Resources, Bodies (which is underlined), and Hyperspace. Below the navigation bar is a search bar labeled 'Search bodies by name'. The main content area displays a table of celestial bodies with columns for Name, Type, Orbital Radius, and Theta. Each row contains a 'View' button, an 'Edit' button, and a 'Delete' button. The table lists various bodies including Acamar 9192-233-D, Acamar BT-QW1, Acamar III, Acamar IV, Acamar IX, Acamar V, Acamar VI, Acamar VII, Acularm VIII, Acculum I, Acculum II, Acculum III, Acculum IV, Acculum IX, Acculum V, Acculum VI, Acculum VII, and Acculum VIII. The last entry in the table is 'localhost:3845'.

Name	Type	Orbital Radius	Theta	
Acamar 9192-233-D	Asteroid	0.19	177.34	[View] [Edit] [Delete]
Acamar BT-QW1	Asteroid	0.72	314.84	[View] [Edit] [Delete]
Acamar III	Planet	0.45	68.41	[View] [Edit] [Delete]
Acamar IV	Planet	0.41	45.12	[View] [Edit] [Delete]
Acamar IX	Planet	0.74	233.34	[View] [Edit] [Delete]
Acamar V	Planet	0.42	143.74	[View] [Edit] [Delete]
Acamar VI	Planet	0.36	295.59	[View] [Edit] [Delete]
Acamar VII	Planet	0.76	255.23	[View] [Edit] [Delete]
Acamar VIII	Planet	0.85	333.59	[View] [Edit] [Delete]
Acculum I	Planet	0.85	248.82	[View] [Edit] [Delete]
Acculum II	Planet	0.38	28.97	[View] [Edit] [Delete]
Acculum III	Planet	0.96	10.42	[View] [Edit] [Delete]
Acculum IV	Planet	0.12	151.41	[View] [Edit] [Delete]
Acculum IX	Planet	0.88	329.89	[View] [Edit] [Delete]
Acculum V	Planet	0.99	259.77	[View] [Edit] [Delete]
Acculum VI	Planet	0.96	209.93	[View] [Edit] [Delete]
Acculum VII	Planet	0.2	51.28	[View] [Edit] [Delete]
Acculum VIII	Planet	0.42	215.08	[View] [Edit] [Delete]
localhost:3845				

Figure 14: DELETE Body page.

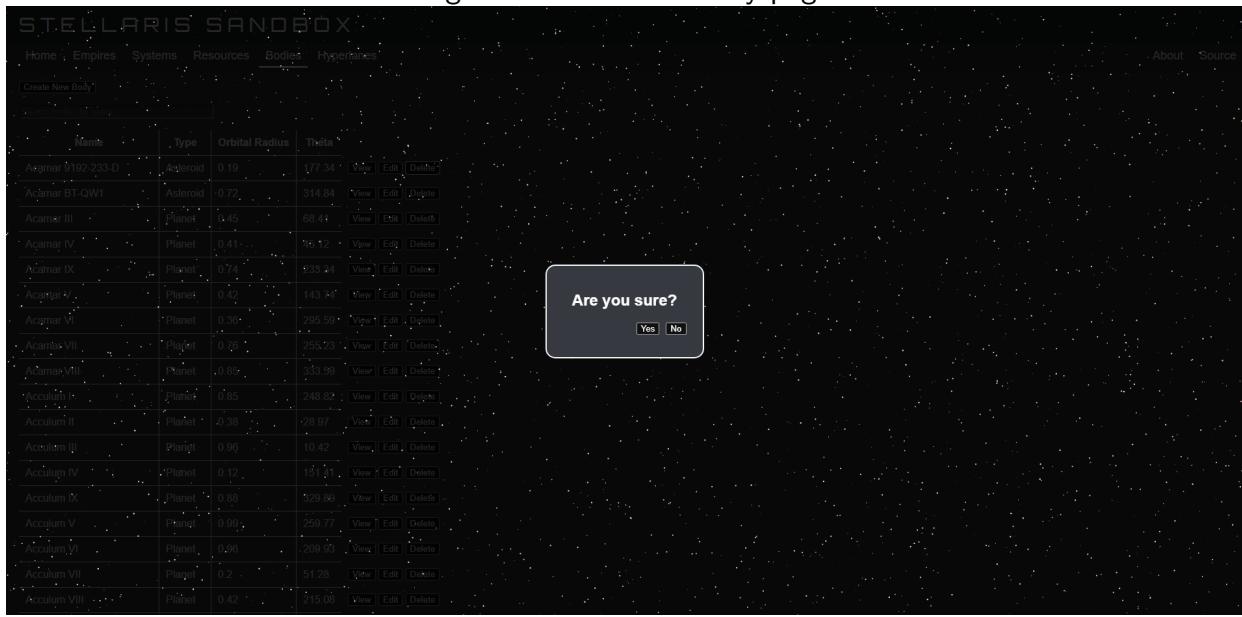


Figure 15: CREATE Body page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**Create New Body**

Name:	<input type="text"/>
Type:	<input checked="" type="radio"/> Planet <input type="radio"/> Asteroid
Orbital Radius:	<input type="text"/>
Theta:	<input type="text"/> 0
Parent System:	<input type="text"/> Adumir <input type="button" value="Go To"/>

**Resource Deposits**

Create New Resource Deposit | A resource deposit exists for each resource, so no new ones can be created.

Resource	Quantity
<input checked="" type="checkbox"/> Alloys	<input type="text"/> 1
<input type="checkbox"/> Society Research	<input type="text"/> 2

localhost:3845

Figure 16: READ Body page.

**STELLARIS SANDBOX**

Home Empires Systems Resources Bodies Hyperlanes About Source

**View Body**

Name:	<input type="text"/> Adumir V
Type:	<input checked="" type="radio"/> Planet <input type="radio"/> Asteroid
Orbital Radius:	<input type="text"/> 0.5
Theta:	<input type="text"/> 7.49
Parent System:	<input type="text"/> Adumir <input type="button" value="Go To"/>

**Resource Deposits**

Resource	Quantity
<input checked="" type="checkbox"/> Alloys	<input type="text"/> 1
<input type="checkbox"/> Society Research	<input type="text"/> 2

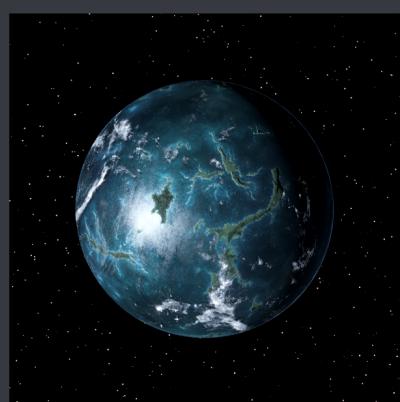
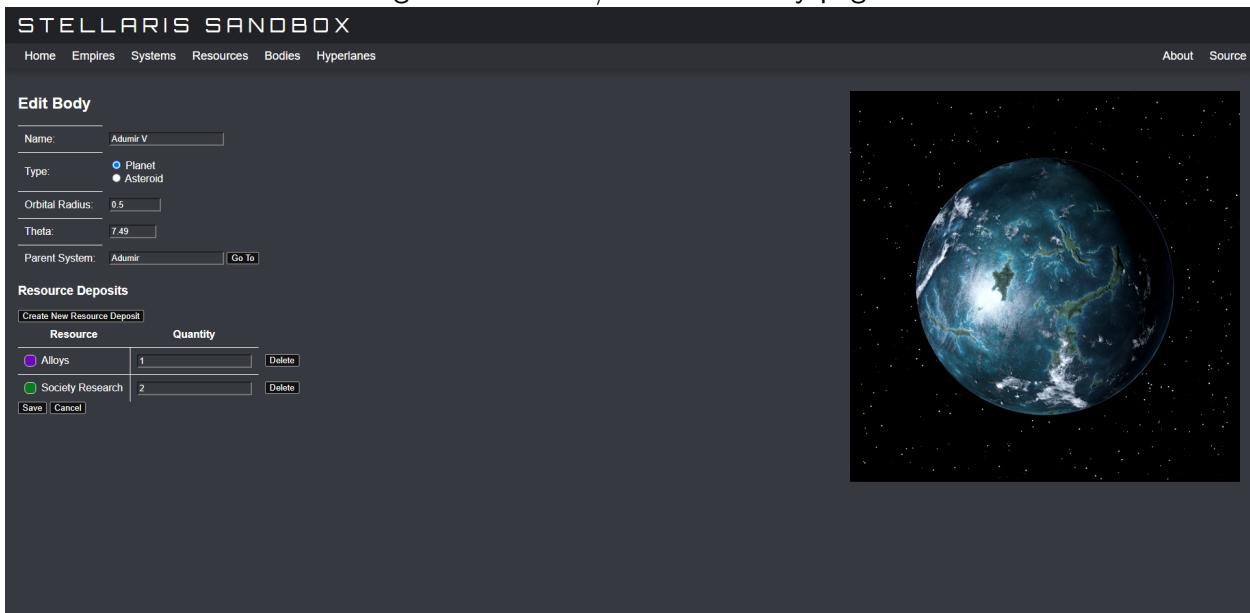


Figure 17: READ/UPDATE Body page.



## 6.5 Resources

Figure 18: BROWSE Resources page.

Name	Base Market Value	Color	
Alloys	2	#6C07BA	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>
Energy Credits	1	#EDE021	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>
Engineering Research	N/A	#D9990F	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>
Minerals	0.5	#BA1F07	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>
Physics Research	N/A	#223BE0	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>
Society Research	N/A	#0A7A1E	<a href="#">View</a> <a href="#">Edit</a> <a href="#">Delete</a>

Figure 19: DELETE Resource page.

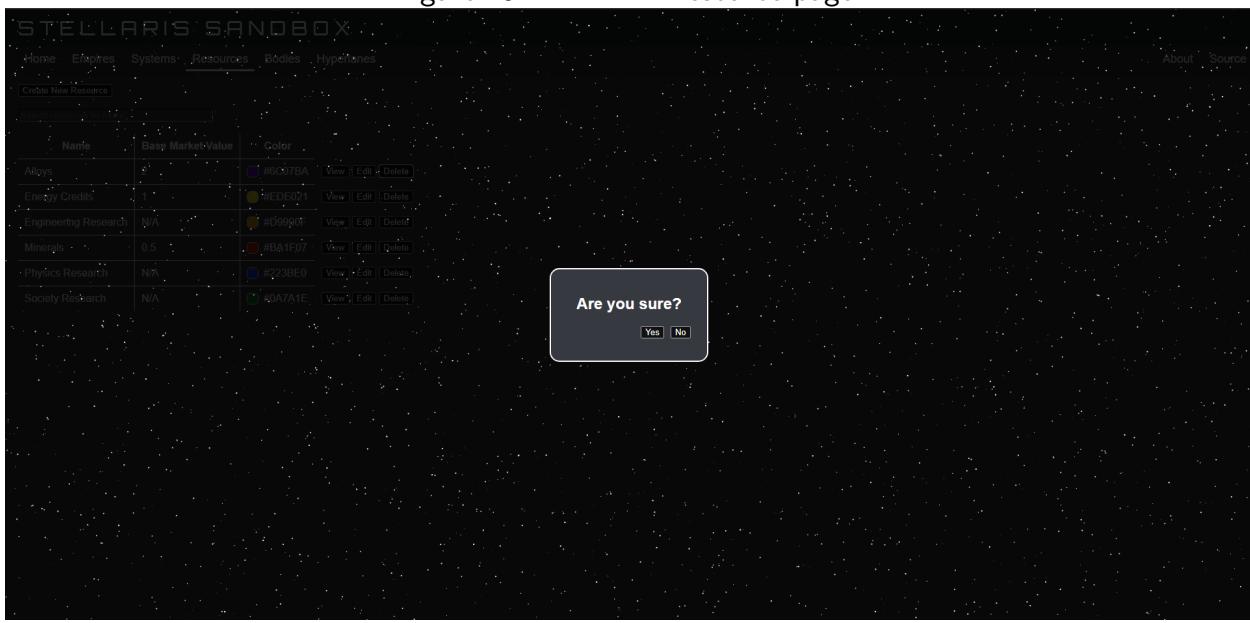


Figure 20: CREATE Resource page.

The screenshot shows the 'Create New Resource' form. At the top left is the 'STELLARIS SANDBOX' logo. Below it is a navigation bar with links: Home, Empires, Systems, Resources, Bodies, Hyperlanes, About, and Source. The main area has a title 'Create New Resource'. It contains three input fields: 'Name:' with a text input field containing 'Alloys', 'Base Market Value:' with a dropdown menu showing 'Applicable', and 'Color:' with a color picker set to black. At the bottom are two buttons: 'Create' and 'Cancel'.

Figure 21: READ Resource page.

The screenshot shows the 'View Resource' form. At the top left is the 'STELLARIS SANDBOX' logo. Below it is a navigation bar with links: Home, Empires, Systems, Resources, Bodies, Hyperlanes, About, and Source. The main area has a title 'View Resource'. It contains three input fields: 'Name:' with a text input field containing 'Alloys', 'Base Market Value:' with a dropdown menu showing 'Applicable', and 'Color:' with a color picker set to purple. At the bottom is a single button: 'Return'.

Figure 22: READ/UPDATE Resource page.

The screenshot shows a dark-themed web application window titled "STELLARIS SANDBOX". At the top, there is a navigation bar with links: Home, Empires, Systems, Resources, Bodies, and Hyperlanes. On the far right of the header, there are "About" and "Source" links. Below the header, the main content area has a title "Edit Resource". Underneath the title, there are four input fields arranged vertically. The first field is labeled "Name:" with the value "Alloys" entered. The second field is labeled "Base Market Value:" with the value "2" entered. The third field is labeled "Color:" with a small color swatch box showing a purple square. To the left of the color swatch, there is a checked checkbox labeled "Applicable". At the bottom of the form, there are two buttons: "Save" and "Cancel".

## 6.6 Hyperlanes

Figure 23: BROWSE/READ Hyperlanes page.

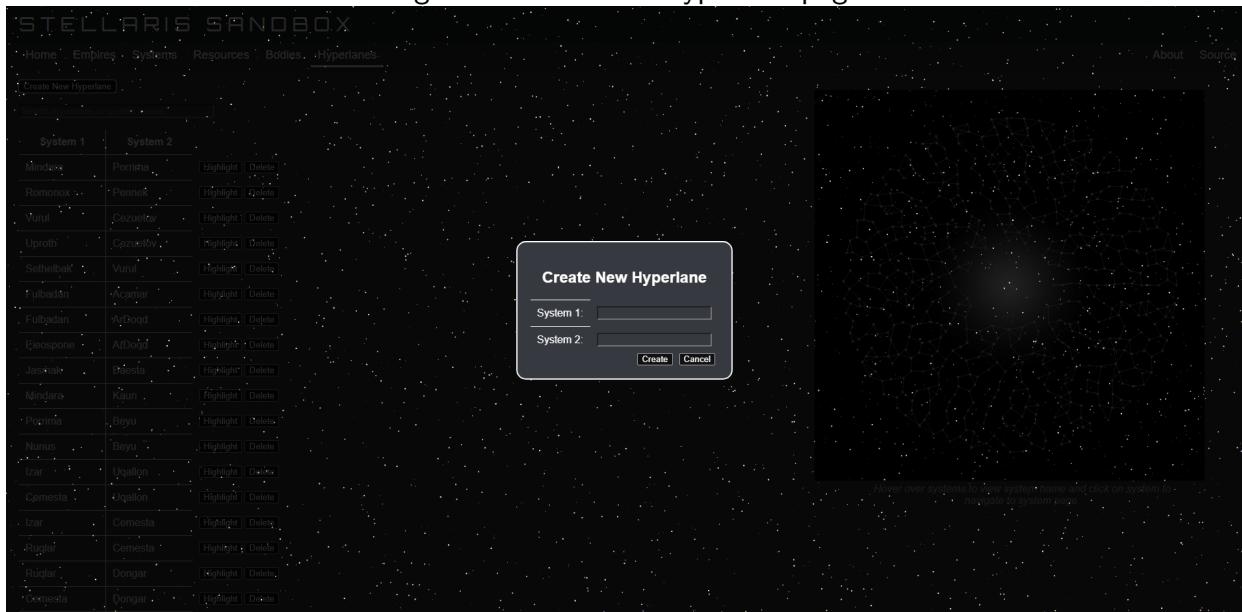
The screenshot shows the Stellaris Sandbox interface with the "Hyperlanes" tab selected. On the left, a table lists hyperlane connections between various star systems. Each row contains two system names under "System 1" and "System 2", followed by a "Highlight" and "Delete" button. A search bar at the top allows filtering by system name. To the right of the table is a large, intricate network visualization representing the hyperlane mesh, with nodes corresponding to star systems and connections forming a complex web. A tooltip at the bottom right of the visualization area reads: "Hover over systems to view system name and click on system to navigate to system page."

System 1	System 2	
Mindara	Porrina	<a href="#">Highlight</a>   <a href="#">Delete</a>
Romonox	Pennek	<a href="#">Highlight</a>   <a href="#">Delete</a>
Vurul	Cezuelov	<a href="#">Highlight</a>   <a href="#">Delete</a>
Uproth	Cezuelov	<a href="#">Highlight</a>   <a href="#">Delete</a>
Sethebak	Vurul	<a href="#">Highlight</a>   <a href="#">Delete</a>
Fubadan	Acamar	<a href="#">Highlight</a>   <a href="#">Delete</a>
Fubadan	ArDoqd	<a href="#">Highlight</a>   <a href="#">Delete</a>
Eieospone	ArDoqd	<a href="#">Highlight</a>   <a href="#">Delete</a>
Jasmak	Baesta	<a href="#">Highlight</a>   <a href="#">Delete</a>
Mindara	Kauri	<a href="#">Highlight</a>   <a href="#">Delete</a>
Porrina	Beyu	<a href="#">Highlight</a>   <a href="#">Delete</a>
Nunus	Beyu	<a href="#">Highlight</a>   <a href="#">Delete</a>
Izar	Ugallon	<a href="#">Highlight</a>   <a href="#">Delete</a>
Cemesta	Ugallon	<a href="#">Highlight</a>   <a href="#">Delete</a>
Izar	Cemesta	<a href="#">Highlight</a>   <a href="#">Delete</a>
Ruglar	Cemesta	<a href="#">Highlight</a>   <a href="#">Delete</a>
Ruglar	Dongar	<a href="#">Highlight</a>   <a href="#">Delete</a>
Cemesta	Dongar	<a href="#">Highlight</a>   <a href="#">Delete</a>

Figure 24: DELETE Hyperlane page.

This screenshot shows the same Stellaris Sandbox interface as Figure 23, but with a modal dialog box centered on the screen. The dialog box has a dark background and contains the text "Are you sure?" in white. Below the text are two buttons: "Yes" and "No". The rest of the page, including the table of hyperlanes and the network visualization, is visible in the background.

Figure 25: CREATE Hyperlane page.



## 6.7 Miscellany

Figure 26: About page.

