Slip Map Project Requirements

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This project is a rewrite of a Slip Map Project.

# Features

* This project needs to have the ability to track star systems and the connections between them via the slip network.
  + Is connection is called a slip route.
* This project needs to have the ability to generate star systems to reduce the reliance on 3 party star system generators.
  + Star Systems have a set of galactic Coordinates
    - 360 degree.
    - 80,000 LY radius from the center of the galaxy
    - Positive negative height from the center of the galactic plane of 650 LY
  + Generated Coordinates are based on
    - angle 1 D(360)
    - Radius 800 D (100)
    - Height 1 D (1300) – 650
* This project needs to have the ability to generate alien races upon discovery
* This project needs to have the ability to track multiple ships.
  + The ship needs to have the ability to traverse the Slip Map
  + Travelling the slip map is reliant on pilot skill
  + Each ship has a list of known slip routes it can follow as well as the possibility of discovering a new route.
* Slip routes have difficulty levels.
  + The less a route is traveled the harder it is to traverse
  + The farther a route travels in space the more difficult it is to traverse.