

Expansion Designdocument

No mans land



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Abstract

Simulation of a multiplayer solar system wide economy. The goal is to inspire cooperation in all players.

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Chapter 1

Introduction

Chapter 2

Story

Chapter 3

Design Decisions

3.1 Client / Server

At first everything will be developed in the server section.

How to structure the client and server part:

- piston
- webclient

Exchange of status by json or bin informations. We need a definition of the protocol.

3.1.1 protocol

3.1.2 expansion of world by updates

3.2 physic simulation

3.3 station/ships

3.4 research

3.5 production

3.6 trade

Appendix A

Appendix Title