

Expansion Designdocument

No mans land



Hartmut

28 02 2016

Contents

1	Introduction	5
2	Story	7
2.1	Start	7
3	Project Structure	9
4	Design Decisions	11
4.1	Client / Server	11
4.1.1	Protocol	11
4.2	Physic Simulation	11
4.2.1	Expansion of World	12
4.3	Basic structures	12
4.4	Research	12
4.5	Production	12
4.5.1	Volatiles	12
4.5.2	Intermediates and Endproducts	12
4.6	Trade	12
4.7	Station / Ships	12
A	Appendix Title	13

Chapter 1

Introduction

Simulation of a multiplayer solar system wide economy. The goal is to show to all players, that cooperation is the best way to progress.

This projects server side will be developed in rust. The protocols should be as open as possible so that different clients could get developed easily,

Chapter 2

Story

2.1 Start

You start from earth with minimum volatiles, a small space ship and some building and living basics. Your first goal will be to establish an outpost somewhere around Jupiter or in the astroid belt between Mars and Jupiter. First survive, then try to find out what others need and specialise for this? Or just build a viable colony.

After that there will be system wide challenges where you can participate and you may also expand your outpost. When you have enough material to grow you also may try to build new colonies or probably ships to mine resources, transport material, help others? The only problems is, the more you see of the solar system, the bigger it gets and your curiosity may get you into trouble.

Chapter 3

Project Structure

- physics
- structures
- ships and stations
- production
- research
- client

Chapter 4

Design Decisions

4.1 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 informations by json or similar protocols.

It should be possible to develop the client independent of the server, just connected by the structures which are send to the client. This will enable, in a later stage the distribution of servers (No ideas yet how to prevent cheating).

4.1.1 Protocol

The protocol needs to transport full and delta status informations for every relevant object. Performance could get an issue.

For graphicinformations we need a standard protocol for which there exists standard client and server libraries.

4.2 Physic Simulation

TODO Evaluate use of crate astro for positions of objects in space.

Some different drives

- Ion Drive
- chemical rocket
- orion drive
- fusion drive

4.2.1 Expansion of World**4.3 Basic structures****4.4 Research****4.5 Production****4.5.1 Volatiles****4.5.2 Intermediates and Endproducts****4.6 Trade****4.7 Station / Ships**

Appendix A

Appendix Title