* Technical
  + User Control
    - Wireless Control
      * Sends user defined protocol via ‘packets’ from controller to bot
      * Signals have variety of wavelengths to broadcast over (100-150 kHz by default, 1kHz each band). Radio receivers may be tuned to accept certain broad frequencies, and transmitters to broadcast between this range
      * False packets may be broadcast by a bot or controller in order to confuse or take control of an enemy machine. Encoding receiver drivers can allow a bot to filter out noise on its selected band, but at the cost of processing power and energy consumption. These algorithms may be offered by in-game merchants at a cost, and following some sort of standard, but this may make creating false packets, as well as intercepting packets easier.
      * Encoded packets may also be cracked. As the packet sizes are set by the hardware, which is immutable by the player, the player is limited to the protocol of their system when making manual software changes. In this way, no security should be absolutely bullet proof, making the threat of security evasion a constant concern on the battlefield.
    - Autonomy
      * Bots will usually rely on themselves, leaving players as spectators, with the exception of the occasional command injection. This is not necessary however, and the player is fully free to command their machine manually. However, the concept of the game revolves a sort of ‘Dark Room’ concept. The players have no direct visual onto the battlefield. All information about the environment must be obtained through sensors attached to the machines. Although this may include optics (I know, command-line graphics?), the intention is that the machines will be better adept at using a variety of senses to work their way around an environment.
* Economy
  + Stocks
    - Stocks follow the success of different companies. Usually, the companies whose parts are best represented in competitions will sell more, gain investors, progress faster and ,as a result, show an increase (or decrease, conversely), in stock value. Players may use stocks as a way to sort of ‘gamble’ their winnings.
  + Companies
    - Companies are entities within the game that develop and sell branded products. These products are robotic hardware and software, such as mother boards, operating systems and weapons that players may purchase upgrades from. These companies often specialize in product lines, and there are several that compete for the same lines, but may differ in price and quality. Due to their ability to progress (that is, research and release newer, better products) being limited to stock, no company has a set rate of progress.
  + Money
    - Money can be won as prizes, earned through selling used hardware, software, or custom software (The game analyzes written code and judges its sale value), and can be spent accordingly. Wagers and bets may be placed in competition, either official or otherwise.
  + Buy/Sell
    - The buy and sell of products is a way to earn money and obtain new equipment. Players may make deals with each other for parts, or make their transactions with the retailers directly (meaning available sooner, but at a higher cost). Product values degrade with time, and rapidly with newer version releases. Value trends of products help drive the in-game stock market.
  + Prizes/Bets
    - Competitions may have buy-ins, or simply offer cash or part prizes. Players may also unofficially challenge each other, offering money or technology, or stock. Deals may be negotiated until an agreement is made. AI bartering depends on their personality type, win/loss history, reputation, and personal wealth.
* Technology
  + Progress
  + Types
    - Bots are capable of holding a variety of parts. Some parts are required, such as the motherboard, processor, memory (Volatile and Non-volatile) and power source. However, a means of motion, communication, shielding and weapons are important for any substantial use.
  + Compatibility
    - Products may not all come with the same standards. Some will have different socket types, API’s or other constraints. Some products may be specific to the brand-name. This information is all available to view when inspecting a product.