

# I. Brainstorming Ideas

## A. Goals

1. Resource Management
2. Multiple Ways to Win
  - a. Destroy all other enemies  
Both individual and team-based victory.
  - b. Largest Fleet
  - c. Hold a certain planet/system for a certain amount of time
  - d. Wonders + Relics + Holding Wonders = Win
  - e. Control a certain percentage of the galaxy
  - f. Endgame scenarios (i.e. when time runs out, you win under these conditions)

## B. Combat

1. Unit --> Verb --> Target

## C. Movement

1. Networked (node-based)
2. Grid-based?
3. Graph-based?  
So far we favor this.
4. Scope?
5. How far can unit types move?  
Maybe some units can only go so far.
6. How's the map generated?
  - a. Randomly-generated maps are not out of the question. I mean duh, Civ does this.
  - b. Variable map sizes.
  - c. Variable number of AI opponents.
7. Special units or technologies that let you modify the movement graph.

## D. Mechanics

1. Diplomacy System
  - a. Alliances?
  - b. Probably not our primary game mechanic focus.
  - c. Teams are set before the game starts?  
Definitely simpler.
  - i. Disallow attacking allies?  
Can you screw over your allies?
  - ii. Maybe we can make a more complex system if time allows.
2. Technology

- a. Similar to Civ's progression

## **E. Engine**

1. What engine are we using?!?!?

- a. Cardboard and glue. That's an engine right?