**Star Trek (outline design)**

**Values:**

8 x 8 Galaxy

6 x 6 Quadrant (to fit screen)

Energy and Shields

Difficulty Level (affects Klingon power only)

Current quadrant

Current sector

Klingon count

Klingons in current quadrant

Torpedo count

**Commands :**

**M** Helm Control : move in direction 0-7, costs energy, Klingons fire or move after moving. If moves onto starbase, starbase is ‘used’ (removed) but energy and shields restored, extra torpedoes.

**L** Long Range Scan : shows 3x3 grid surrounding current quadrant

**V or <= ‘ ‘** Short Range Scan : shows 6x6 grid

**P** Phasers : fire, no direction, divided amongst Klingons equally, Klingons turn. Speed issue here searching for Klingons ?

**T** Torpedoes : fire in direction, terminal, can destroy starbase, stopped by stars, Klingons turn

**S** Energy to Shields : can transfer up to 255 units

**Memory Block**

0-63 6x6 matrix embedded in an 8x8 one (for limit testing). Values 0 : nothing, 1-3 : Klingon 100:Enterprise 101 : Starbase, 102: Star 255:Frame

100-199 8x8 matrix embedded in a 10 x 10 one (edge testing) Values abc where a is starbase (0-1) b is klingons (0-3) s is stars (0-4), 255 is edge value, displayed as 000

240-247 direction to offset

254 Two character string for clearing screen etc.

220-223 Klingon position

224-227 Klingon Energy

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| S | h | o | r | t |  |  |  |  |  |  |  |  | R | E | D |
|  |  |  |  |  |  |  |  |  |  |  |  | E | 1 | 1 | 2 |
|  |  |  |  | S | c | a | n | n | e | r |  | S | 5 | 6 |  |
|  |  |  |  |  |  |  |  |  |  |  |  | K | 1 | 2 |  |
|  |  |  |  |  |  | 6 | x | 6 |  |  |  | T | 4 |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  | Q | 4 | , | 5 |
| C | M | D | : | M |  |  |  |  |  |  |  |  |  |  |  |
| D | I | R | : | 0 |  |  |  |  |  |  |  |  |  |  |  |

Short range clears and displays as above, others are text responses.