# Space Battle Game Concept

The player starts fresh in the system, a kind of ‘digital space’, as a new *person*/*program/being*.

There are several factions with military/security and civilian entities/ships, trading, fighting, expanding, colonising. The player earns money

# Gameplay Features

## Factions

Each faction has multiple ship/vehicle types.

* Races/Types
* Political entities/groups
* Pirates
* Rogue AI – cannot bargain with (borg/replicators/xenon)
* Foreign to known ‘universe’ (‘alien’)

## Sectors

Sectors can be owned and contested by factions

## Hot Spots

Hot spots of interest get factions attention turning locations into actions

## Economy

Commodities are traded and consumed, including:

* Fuel/Energy + Components
* Weapons + Components
* Shields + Components
* Engines + Components
* Materials for construction