

Legend

Completed features are in **GREEN**

Features started and in progress are in **YELLOW**

Features not started are in **BLACK**

Gameplay Features

- The ability to switch ships
 - Disable a ship and enter the disabled ship
- Construction of buildings
 - Construction by multiple players at once
- Build new ships
- Mine/collect resources
 - Continuous collection
- Trade with other players
- Create groups with other players
 - GUI to handle group functions
- Mark territory zones owned by you and your group
 - Use the territory marker to communicate changes to permissions and rules among multiple buildings within the territory, at once
- When you go offline, AI can automatically control your ship
 - The ability to turn on the AI even when you're online
 - Customize the AI to respond to situations the way you want
- An "Iron Man" style GUI overlay
- Ability to trade real Dogecoins in-game
- Deploy a special MMO server that allows mining Dogecoin in-game and a Dogecoin character spawn cost
- Ability to repair ships
- Collisions with other ships, base modules, and asteroids
 - React with proper rigid physics
- Build walls for your base
- Allow point-and-click turret attacks
- Allow private messages between users
- Allow players to board base structures
 - Allow players to manually operate turrets
- Allow multiple players to board the same ship
 - Create "positions" in a ship where a player can take control of specific things like ship movement or onboard defenses
- Allow modular bases to be constructed
 - Make modular bases not hit itself when weapons are fired from it
- The exploration system and "Fog of War"

- A territory/building mode that considers all players neutral until they break a rule
- Set ships/drones to follow you
 - Act as a drone in your defense
 - Give commands to drones (like waypoints)
 - Set drones to patrol an area
 - Set the attack mode for the drone (rules)
- Build a "marketplace" building that allows buying/selling with non hostile players even when you're not online
- Build ship equipment
 - Allow ship equipment to be installed in your ship
- Build carriers and hangars that can contain and hide ships
- Add turrets to your ship that can fire in any direction
- Upgrade your ship by adding special upgrade parts to it
- Allow point-and-click ship navigation
 - The ability to set waypoints on the main map and let the AI navigate to them
 - Save "favourite" waypoints so you can always easily return to your base
- The invention system
 - Ideas
 - Prototype research
 - Skills
- The ability to teach skills and ideas to other people
- The ability to SELL skills and ideas to other people
- The ability to sell/give map information to other people
- The ability to leave your ship as a character in his space suit
- Character skills
- Remotely control other objects

Game System/Framework Features

- Base networking and simulation framework
- Html5 graphics engine
 - UI Framework
- On-screen controls
- Small Custom Servers
- Gamepad support
- Desktop popup notifications when something happens in-game and you're tabbed out
- Sound effects and background music
- Lag compensation
- Special effects framework
 - Lens/Glow effect layer
- The "aspect" system

- **Convert existing game components into aspects**
- **Create native mobile apps**
 - Store images in the native app itself
 - Store javascript in the native app
 - Allow mobile app notifications for private messages or other important things
 - Include a background service that pushes notifications from the server
 - Allow configuration of the push notifications
- **Customizable controls**
 - A full GUI for customizing controls for different scenarios
 - Ability to assign controls to arbitrary actions in game-menu
 - Save special profiles that you can use for specific circumstances
- **Client bubble**
 - Fully optimized client bubble utilizing server-side objects on the edges
- **Cluster servers**
 - Build a visual management app for specifying cluster server zones
 - Automatically allocate cluster server zones using an algorithm
- **A special GUI for managing/viewing the selected object/ship**
- **Server-side objects**

Website Features

- **PayPal donation system**
- **"Good" looking website**
- **Create new small custom server instances**
- **Dogecoin deposits**
- **Dogecoin withdrawals**
- **Support Dogecoin donations**
- **Full SSL certification**
- **Game lobby and game instance live chatrooms**
- **Fully manage small custom server instances**
- **Player Organizations**