Spacebuild Careers

Hello! This a detailed overview of a new SB System in the works. It is designed to make Spacebuild as a whole more interesting, affecting Mining, Ship Combat, and a few other things.

Ship upgrades will be handled by a single entity with menus, rather than attaching as many upgrades to the ship as possible.

Careers

Careers allow the player to use specific types of upgrades, and slightly influences the size of the bonus acquired from them. Each career has a different Research tree, the primary method of acquiring upgrades, with these upgrades being bound to them. You can only have one career active at a time, but can freely switch between them at any point, though there will be a career-switch cooldown to prevent exploitation.

Careers, through research, can be levelled up, allowing access to a wider range of more powerful, and varying upgrades. While upgrades for all ship sizes will be available, certain types of upgrades may require discovery or levelling to uncover. Levelling also increases the bonuses that you get from your career. All data, including materials, level, components, and upgrades, will be stored and associated with the player's particular career.

Each career has access to specific bonuses, as well as access to a certain percentage of each bonus. For example, the Space Miner career can take full advantage of the Mining and Resource Management bonuses, with a small percentage of the Navigation bonus available to them. The percentages affect only the stats of each bonus, not which parts of the bonus they can use.

Multiple people can "associate" with the Core. They attach their signature to it, and the core/ship then gains the bonuses of that particular player. When multiple people are associated with a core, the player with the highest bonus in that field is what is used. This will prevent stat-stacking, and simply allow for cooperation between players.

With the Faction addon, you will also be able to share slightly downgraded versions of your Upgrades with your Faction!

Though not fully confirmed yet, considering a possible marketplace for components/upgrades, where users can freely buy/sell upgrades amongst each other in exchange for resources, or something else.

List of current Bonuses:
1. Industry *(Requires SB3 Mining Addon)*
    a. Mining Speed
    b. Resource Recovery
    c. Salvaging Speed
    d. Salvaging Recovery *(also increases chance of recovering tech)*
2. Navigation
    a. Gyropod Speed Limit
    b. Gyropod Handling
3. Gunnery
    a. Kinetic Damage
    b. Electromagnetic Damage
    c. Thermal Damage
    d. Explosive Damage
4. Core Management
    a. Core Repair
    b. Core Upgrade Bonuses
    c. Support Energy Generation
5. Resource Management
    a. Fusion Reactor Efficiency
    b. Efficient Resource Storage
6. Fleet Command (*Requires Faction Addon)*
    a. Fleet Damage Boosting
    b. Fleet Health Boosting
    c. Fleet Speed Boosting

List of current Careers: *(Feel free to come up with better names)*
1. Space Miner
    a. Mining - 100%
    b. Resource Management - 100%
    c. Core Management - 10%
    d. Navigation - 20%
    e. Use of Fighter and Frigate Cores
2. Systems Engineer

     a. Core Management - 100%
     b. Resource Management - 100%
     c. Mining - 25%
     d. Use of Fighter, Frigate, Cruiser, and Station Cores

3. <u>Fighter Pilot</u>
     a. Navigation - 100%
     b. Gunnery - 100%
     c. Core Management - 20%
     d. Resource Management - 20%
     e. Use of Fighter Cores

4. <u>Frigate Commander</u>
     a. Navigation - 60%
     b. Gunnery - 65%
     c. Core Management - 15%
     d. Resource Management - 15%
     e. Use of Frigate Cores

5. <u>Cruiser Admiral</u>
     a. Navigation - 25%
     b. Gunnery - 30%
     c. Core Management - 10%
     d. Resource Management - 10%
     e. Fleet Command - 40%
     f. Use of Cruiser Cores

6. <u>Dreadnaught General</u>
     a. Navigation - 10%
     b. Gunnery - 15%
     c. Core Management - 5%
     d. Resource Management - 5%
     e. Fleet Command - 100%
     f. Use of Dreadnaught Cores

Research

Research allows you to discover, and create upgrades. By doing research, you can uncover new components for ship upgrades, that vary all around the spectrum. Each component has an associated stat that it affects, and some components either boost, or inhibit others. Different upgrades are made up of different kinds of components, and the components used must be within their own category.

Components have Tech levels of 1 - 4. Level 4 tech is obviously quite a bit more effective than Level 1, but requires more power to effectively use. Components of varying tech levels can be used when creating an upgrade, and the upgrade level will be determined based on how much total power is required for its use. This means it is possible to have, say, Tech level 3 and Tech level 1 components together in one upgrade, and the upgrade's tech level will be somewhere in the 2 range, depending on a number of factors.

Discovering and creating components and upgrades are what allow your Career to level up. Based on the level of your creation, as well as its stats, you get a proportional amount of EXP when you successfully create it.

Research requires resources. With these resources, you create materials to use with your research. A material acquisition entity will allow you to convert your gathered resources into proper materials.

Resources needed:

<u>With Mining Addon</u>
1. Carbon:
    a. Advanced Armor
    b. Mining Laser Efficiency
2. Metal:
    a. Basic Armor
    b. Fittings
    c. Weapon Damage Upgrades
    d. Resource Storage Upgrades
3. Polonium Nitrate:
    a. Shield Upgrades
    b. Power Grid/CPU Upgrades
    c. Weapon Damage Upgrades
    d. Gyropod Upgrades

<u>Without</u> *(Not Implemented)*

With Research, you can combine various parts and components to create your new upgrades. These can vary all over the spectrum, depending on what you decide to add to it, what level you are, what level the components are, etc.

Example Components for Shield Upgrades: *(Numbers are not final)*
1. Tech III Shield Regen Booster: +15-25% Shield Regeneration
2. Tech II Multispectrum Hardener: +5-10% Resistance to all damage