Ver. 1.0

Spaceship/station Name/Model

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General.

      Main purpose:

      Size dimensions:

      Different parts/zones:

      Weaponry:

      Common issues:

      Lacking features:

      Shield type:

      Shield strength:

      How to get inside:

      Language used:

      Currency used:

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Detailed.

      Model/Version:

      Type of weapons:

      Engine~s used:

      Size of engine~s:

      Type of doors:

      Ventilation filter:

      Width of corridors:

Size of doors:

Size of ventilation drums:

Food in cafféteria and quality:

Speed of elevator~s:

Speed of doors opening:

Variation of doors:

Types of markets:

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Resistance.

Water:

Fire:

Wind:

Gunshot:

Plasma shot:

Ion cannon:

Other weapon:

Virus polluted outside air:

Poisonous outside air:

Warmth:

Cold:

Acid:

Planet collision:

Small ship collision:

Medium sized ship collision:

Large ship collision:

Space station collision:

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Amount.

Amount of weaponry of each type:

Amount of weaponry in each location:

Amount of people to use weaponry:

Amount of people to fully utilize weaponry:

Amount of seats:

Amount of people to fly ship:

Max amount of people on ship:

Amount of docking stations in hangar for ships:

Amount of people in cockpit:

Amount of engineers:

Amount of guards/soldiers:

Amount of people in hangar:

Amount of toilets:

Amount of seats in cafféteria:

Amount of elevators:

Amount of teleporters:

Max weight of cargo:

Max size of cargo:

Max amount of people sleeping at once:

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Locations.

Locations of each type of weapon~s:

Seat locations:

Cockpit location:

Engine location~s:

Escape pod location~s:

Enter/Exit location~s:

Toilets:

Hangar:

Cafféteria:

Elevator~s:

Teleporter~s:

Cargo:

Sleeping area:

Arsenal:

Market~s:

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Movability.

Forward speed:

Backward speed:

Vertical speed:

Forward acceleration:

Backward acceleration:

Vertical acceleration:

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Drove in terrain.

Wind:

Rain:

Fire:

Water:

Uneven ground:

Even ground:

Forest:

City:

Farm:

Open grass field:

Rocky terrain:

Wet terrain:

Hot terrain:

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Tricks.

Loop da loop:

Barrel roll:

180 turn:

360 turn:

U-turn:

Side-sliding:

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Story.

Background:

Story:

Who designed it:

Who built it:

Who drives it:

Who sells it:

Who buys it:

Why it exists:

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Other: