

General Gameplay

- Integrate some **Astropad & CTRL+W** changes directly into the base game.
- Remove or rework **Triumph**.
 - Exchange Triumph in case of a transfer.
 - Gain more Triumph for mush actions, or gain Triumph for more actions as Mush.
 - Balance out Triumph gains?
- **Search related**
 - Proposal : Change finding a hidden item with a from a Public action to a **Discrete** action. *See proposal for opening up a mush Saboteur playstyle.*
 - **Successful search** are **discrete** and display the result only to the protagonist of the action
- Proposal: Upgrading the **NERON version** at the Comms Center is no longer affected by luck - now every consequent NERON version upgrade requires a set amount of Participations from the Communications Officer. Also, the **reward NERON project** can be any project not currently offered in NERON's core, even projects that have been passed over in the NERON's core pool. *That way, completing an upgrade of the NERON version will still wield results even after the NERON's core has been emptied.*
- Proposal: Changing the way **Titles** are given. Adding a **vote system** to give the crew more power, emphasizing the teamplay and the manipulation gameplay.
 - Extended proposal: The **three highest characters on each Title list** may be voted by the crew to become Title holders. The highest of them gets two additional bonus votes; the second gets one additional bonus vote. In addition, the "default" Title holder gets an additional bonus vote. (Therefore, in a Chaola configuration, Jin Su, Paola and Janice get three bonus votes for their pretending titles; Chao, Eleesha and Terrence get one.)
 - Votes are public (?). If at the beginning of a cycle, the Title holder has less votes than one of its pretenders, that Title is transferred to the most voted crewmember.
 - Alternatively, if the bonus vote isn't quite enough (I mean, the default title is a big reason for which you'd pick the character), the default title holders may not be voted out of their title.
- **Full Muted Mush**
 - Proposal : Buffing it, making it more interesting. Proposal : Cost change from 3 AP to 4 AP, or 2 AP and 2 spores. *Problems that i have with the Full*

mutation is it costs too much, for too little. When mutated, everyone knows you are Mush, generally you don't have much AP/MP and just can't do a lot, just dying quickly without being able to do anything. The full muted Mush is not frightening enough, not viable enough, as it should be. There is no reason to do that actually, if not just for fun and testing.

- Heal some HP to the player
- Permanent guardian status
- Boost of unarmed damage of 1
- Proposal : Boost of Defense point to 1 *Boosting survivability, giving longer average lifespan*
- Can only attack, move, or sabotage
 - Proposal : Boosting chances of Sabotage success
 - Proposal : Giving the ability to throw someone out of the room for 1 AP
- Proposal : Regen 1 HP per cycle *Little boosting of survivability*
- Proposal : Regen 2 AP instead of 1 per cycle *More AP, more possibility of actions. Compensate the fact that you are very limited by your status and that under this form, there is no doubt about your side.*
- Proposal : Regen 2 MP instead of 1 per cycle *More MP, more possibility of actions. See above.*

- **Physicals Illnesses**

- Proposal : The Medikit does not heal illnesses anymore. *It is in an attempt to nerf the Medikit and regive utility to pills and healing Alien Fruits.*
- Proposal: A mush can get illnesses, they will however not have any of the symptoms.

- **Wounds**

- Proposal : Wounds can happen in exploration. *Wounds are near nonexistent in the game due to the way they are put in the game now. This would give a little more heat to exploration.*
- Proposal : Making the Auto-Healing station cost down from 4 AP to 2 AP per attempt. *This would nerf the Medic Ability, but allow no Medic crew to still have something to treat wounds to the price of the need to go to Medbay.*

- **Aggressive actions**

- Proposal : Auto fighting back system. *Adding an auto fight back system, to make fighting people less like you just spam falcon punch and they just do nothing in reaction because his player is not connected. Something like, if your character is under attack, there is a X% chance that, if you have some AP in spare, you attack them back. Such a system should come with a way to deactivate it if you don't want to lose AP over auto fighting. Bonus point, it opens a new way to implement new ability.*

Human Skills

- **Chef**
 - Proposal: Rations cooked by a **Chef** give more AP, or +1 Morale Point.
Suggested at some point in the Discord chat.
 - Proposal: Giving a chance of a bonus Ration. *I mean, a cook can do miracles with nothing right ?*
- **Crazy Eyes**
 - Proposal : Can't be stack with Ian's passive
- **Cold Blooded**
 - Proposal : Giving a passive resistance against mental illness and/or lost of moral point when a character die.
 - Proposal : Increase probability of critical hit
- **Detached**
 - Proposal : Cancel effects from some skills and status.
 - Pacifist status
 - Guardian status
 - Crazy eyes
 - Intimidating
 - Confident
 - Leader
 - Motivator
 - Proposal : % of contribution decreases only after the second time you participate in projects, researches and PILGRED reparation.
 - *Allow a gameplay more solo, more dangerous*
- **Determined** bug fix.
- **Hygienist**
- **Mankind's Only Hope**
 - Proposal: Make it a passive ability to Chun, and give her an actual skill to replace it. *Few crews can make-do without it, making the ability too much of a no-brainer, lowering creative options to play Chun.*
- **Motivator**
 - Proposal: Every cycle, **1 Movement Point is given randomly to a crewmate** in the same room as you. *The **Motivator** skills of **Derek** has borne fruit... What a drag...* The daily Boring Speech costs **0 Action Points**.

- Bug Fix: Boring Speech gain from 2 Movement Points to 3 Movement Points as written in the skill's description.
- **Mycologist**
 - Too powerful.
 - Proposal : Allow to reveal if the target have spore or not.
 - Proposal : Working only in Medbay
 - Proposal : simply nerf with a 50% chance to remove a spore
- **Opportunist**
 - Proposal : Removing it, replacing it with **Politician**
- **Paranoid**
 - Proposal: Paranoid nerf to a single camera, or even a single camera plan. 2 camera plans would already be a huge nerf allowing early contamination. *This ability makes too many cameras available to the human crew. It could be justified to give this skill a second ability to make up for this nerf.*
- **Politician**
 - Proposal: The Politician ignores **Crew Lock, Commander and NERON Administrator restrictions**. Rename ability to something that fits better. *That way, the Politician can serve as a second Commander without impeding the original Commander's fun - same thing for NERON Administrator. Also opens up the opportunity for mush players to use this ability for nefarious purposes.*
- **Polymath**
- **Strateguru**
 - *Same as Mankind's Only Hope, it's too passive and necessary.*
- **Torturer**
 - Proposal: Limitation to one time a day.
- **Victimizer**
- Sixth ability for **Finola, Chun, Raluca, Derek, Andie**.
 - **Derek 6th move**
 - Proposal : **Unlucky luck**
 - % of Critical hit multiplied by 2
 - Critical success result also in Critical failure
 - Critical failure result also in Critical success
 - General chances of success when doing an action x 1.5
 - Chances of getting dirty x 1.5
 - Chances of getting hurt x 1.5

- Proposal : **Crash Pro**
 - +4 max HP.
 - Chances of positive events in expeditions heightened.
 - Negative events in expeditions will target you first.
 - Sudden death events leave you with 1 HP.
- **Raluca 6th move**
 - Proposal : **Knowledgeful**
 - Allow to read 2 Mage book instead of just 1
 - Give a bonus Mage book

Maybe the solution is in a book you read a long time ago, or in the book you are reading now...

Anyway, books are underrated.
 - Proposal : **Knowledgeful v2**
 - Add her a randomly skill. Change it frequently.

Like Apprentice but randomly
- **Chun 6th move**
 - Proposal : **Detached**

Since she already has signatures moves, and considering her backstory, i think it would be an appropriate ability for her.
- **Finola 6th move**
 - Proposal : **Cold blooded**

Since she already has a signature move, and considering her backstory, i think it would be an appropriate ability for her.
- **Andie 6th move**
 - Proposal : **Shooter**
 - Proposal : **Logistician**

Makes sense with their past and blends well with their other abilities.

(27.08.2020) Note : all suggestions up to this point are now in the gitlab issues, comments included

Mushs Skills

- **Bacteriophilic**
 - Proposal : rework or removal.
 - Make the mush able to fake a disease ?
- **Demoralize**
 - Proposal: Add a daily limit, but the affected players will not be warned they have lost morale. They'll have to keep an eye out on their morale points themselves. *The goal is to avoid having it be a secret sudden blowout of a single target, and instead have it be a skill that works on the long term erosion of the crew's morale.*
- **Doorman**
 - Proposal : Removal *I can't envision even a buff making that ability worth using.*
 - Proposal : Making sabotage of door a basic ability for the Mush
- **Fungal Kitchen**
 - Proposal: Limit it to one spore per food item *but* make the spore impervious to cooking or freezing the ration.
- **Green Jelly**
 - Proposal rework, as per above.
- **Massive Mushification**
 - Proposal: rework
- **NERON Depression**
 - Proposal: Rework
- **Nimble Fingers**
 - Proposal: Make removing cameras Private/Furtive rather than Secret
 - Proposal: Removal or rework
- **Nighmarish**
 - Proposal : removal

- Proposal : Rework
- **Ninja**
 - Proposal: Make **Ninja** toggleable.
 - Proposal : When activated, aggressive actions are furtive, but the aggressor is named in the log
- **Phagocyte**
 - Proposal: Make a basic ability available to all mush.
- **Pyromaniac**
 - Proposal : A delayed activation and a buff from 4 to 2 AP, but limited to once per day.
 - Proposal : Need a fuel capsule to be activated, not limited to once per day, buff from
- **Radio Pirate**
 - Proposal: removal or rework
- **Saboteur**
 - Proposal: Remove Sabotage and fuse it with Green Jelly into a stronger ability that can target any equipment, not just electric ones.
 - Remove NERON's announcement on a sabotaged Hacker Kit, Support Drone or Myco-Alarm (per mushpedia saying NERON will announce it).
 - Proposal: Your first Sabotage action of the day is always successful. However, the AP cost will increase if the base sabotage chances are under 25%. *This aims at making Sabotage in general more reliable.*
 - Proposal: get a free sabotage point per day
- **Slimetrap**
 - Proposal: removal or make it 0 AP.
- **Traitor**
- **Transfer**
 - Take a look at it and debate whether to do anything with it.
- **Trapper**
 - Proposal: Announce in the mush canal when a Booby-trapped spore from Trapper is wasted, plus have a warning, as a mush player, when a room you are about to interact with is booby-trapped.

- **New : Tactical call**
 - Ability to call a squad of Hunter on the Deдалus position
 - Passif : Make Hunters attacks more frequent if the Mush is still aboard the ship

NERON Projects

- **Anomaly Detector**
 - Fix, not always working correctly. *Kind of obviously.*
 - See proposal to remove Defective Piston Sensors below.
- **Anti-Gravity Thrusters**
- **Auxiliary Terminal**
 - See proposal to move the medbay to the [Front Storage](#).
- **Bay Door XXL**
- **Convenient Sink**
 - Proposal : Rework *Or at least make its description match its French version.*
- **Defective Piston Sensors**
 - Proposal: Remove it and put its functionality on the Anomaly Detector.
- **Fission Coffee Roaster**
 - Proposal : Removal *Currently, not only does it not work as advertised and can often break the coffee machine, but the PILGRED makes the coffee machine work every single cycle anyways. This project is triply useless.*
 - Proposal: Make it pull out coffees automatically instead.
- **Golds Projects**
 - Proposal : Added to the list of NERON projects.

- **Plasma Shield**

- Proposal: Change the **Plasma Shield** from a NERON project to a post-PILGRED **Engine Room project**. *The plasma shield is too vital to the long term survival of the ship for any ship to ever do without. By removing it from the projects list, it'll allow a more thoughtful choice between various projects over "just do the plasma shield, too bad for whichever projects get sacrificed to it". Also, by requiring the repairs of the PILGRED first, it creates an interesting choice while mush crewmembers are still around - do we repair the PILGRED now at the cost of giving the mush a way to sabotage our trip by sending us back to Sol, or do we have to wait until they're taken care of before being able to get the plasma shield? If required, we can do some changes to how warping back to Sol works to make that specific mush gameplay more balanced than "hack command terminal, press button and win". As a side-effect, it'd make the Physicist daily skill point usable to repair the plasma shield, Genius would no longer be able to one-shot the plasma shield, and NERON upgrades could no longer randomly give it for free.*

- **Pneumatic Distributor**

- Proposal: After the creation of this project, all storage rooms share a single inventory. *The aim is to make storage rooms more useful in the late game, allowing players to move items around the ship easily through them.*

- **Spatial Wave Radar**

- Proposal : Rework. *Or at least clarify what it does, which is make Sol connection attempts twice as efficient.*
- Proposal: Attract merchant ships

- **New Projects suggestions**

- Proposal: A project that doubles oxygen tank capacity

- **Revamp Gold Projects**

- Nano ladybugs
 - totally useless and redundant with hydroponic incubator
 - suppress?
 - To be determined when reworking the garden.
- thalasso
 - quite ok for me
- targeting_assist
 - This is a good one as it is
- snc_kitchen
 - not really useful especially now that most players already unlocked all skills
 - suppress ?

- noise_reducer
 - bad but not too much
- jukebox
 - Provide a jukebox blueprint so jukebox can be placed in a more interesting room than alpha bay 2
 - make jukebox effect not limited to 1 room (maybe drop the gain to 1:pmo:)
- scrapheap
 - redundant with dismantling
 - suppress ? Complete change : improve the scrap gathering from space
- call_of_dirty
 - bad but not too much
- actopi_protocol
 - quite usefull
- underfloor_heating
 - bad but not too much

Researches

- **Mycoalarms**
 - Proposal: Nerf. Production lowered from 5 to 3. *Five, on top of the many cameras (see proposal to [nerf their numbers](#)) creates too many safe rooms for the humans, making it hard for the mush to infect and grow their numbers.*

Ship Room and Equipment

- **Garden**
 - Proposal: immune to naturally occurring Fires, but not Fires spreading.
 - Proposal: young plants can only grow up in the garden.
- **Storage rooms**
 - See [Pneumatic Distributor rework proposal](#).
 - Proposal: Move the **Gravity Simulator** and/or the **Tabulatrix** and/or the NERON project medlab **Auxiliary Terminal** to the front storage.
- **Cameras**
 - Proposal: **Two fewer cameras** on the base ship, but one (or two) more camera blueprints. *See proposal for [MycoAlarms](#) amount change.*
- **Drones**
 - Rework pilot? *Allows 2 shoot by action.*
 - Add a new upgrade: gunner. *The drone is now able to shoot from the turrets.*
- **Pasiphae and scrap collecting**
 - Proposal : the **Pasiphae** can no longer be permanently lost and/or alternative ways to obtain **Scraps** are required.
 - Proposal : Adding a way to convert ship integrity to scrap metal
 - Proposal : Ability of basic fighting spaceship to gather some scraps but in a more limited way. *Only when Pasiphae is lost? 2 pa for 1 scrap? See potential synergy with rework of scraphead.*
- **Turrets**
 - Proposal: Give more crew members the Gunner ability (Paola's 6th). *It's just an interesting skill that'd make sense to see more of.*
 - Proposal: Give a better chance of hit. *30% is too low. Maybe something like 50%.*
 - Proposal: A new project enhancing the chance of hit.
 - Proposal: Making shoot turret cost to 0 AP, making it dependent on turret ammo and reloading rate, with the same hit probability that we currently have.

Mush vs Humans Balancing

- **Give the mush a fighting chance against a competent human crew.** *The biggest issue mush players face is the AP deficit they have. Since they have to do their AP-costly mush machinations on top of their human duties so as to not blow their cover, and since they face the uphill battle of being two against fourteen, you would expect the average mush player to have access to more energy than the average human player - but in the current state of the game, the opposite is true instead, and it gets worse the more researches the human crew finishes. Here are a few options to address this issue.*
 - See proposal for a [reduction of the number of available cameras](#); see proposal for a [Paranoid nerf](#).
 - Proposal: Drop the cost of **extracting a spore to 1 mana**. *The base cost to infect a single human with one spore is currently two AP to extract a spore, two AP and three health to take a stealthy shower, and one more AP to infect someone. A total conversion of a human into a mush therefore requires sinking 15 AP into a single character, and that's without taking into account the Constipaspore serum and the Mushovore bacteria. Dropping the cost of extracting a spore to 1 mana would lower the basic cost of a conversion to 12 AP - a bit easier to achieve in secret.*
 - Proposal: Change extracting a spore from a Hyper Dirtying action to a **Dirtying** one. *A mush could therefore use the apron to dodge getting dirty from extracting a spore, avoiding the cost of a shower.*
 - Proposal: **Nerf most human anti-mush researches**. *The easiest, most straightforward solution.*
 - See proposal to [nerf Mycoalarms](#) from 5 to 3.
 - Proposal: Give the humans **more things to do in the earlygame**. *Right now the only thing there is to do for humans, except Pilots perhaps, until day 8 or 9 is to just mope around and complete two to three researches by the end of selection day.*
 - Proposal: Add **mush researches** in the mush genome. *This was the original plan for the mush genome, before nothing came of it. It'd require work figuring out what we want to do of them, and how to balance them.*
 - Proposal: Every day, *each living Mush* may choose a "Research" on which to progress. That Research will yield additional benefits in its chosen field. Research examples may include: enhancing the Full Muted Mush form; adding one point to daily Spore limit; enhancing the AP regeneration of the Mush; enhancing the rate of deterioration of ship equipment, self-damage chance, dirtying chance.

- Proposal: Give mush players a special daily **Mush Action Point**. *Think the Repair AP from Technician, IT AP from IT Expert, etc, but for Mush actions.*
- See proposal for a [Mycologist rework](#).
- See proposal for a [Torturer rework](#).
- See proposal for making [Phagocyte a basic ability](#) of all mush.
- See proposals for the many Mush skill reworks.
- Proposal: Open up the game for a viable **Saboteur** mush playstyle.
 - See proposal for a [Saboteur rework](#).

- See proposal for a [Search privacy level change](#). *The mush player will now be able to search for mycoalarms without outing himself on a successful search.*
- See proposal for a [Pyromaniac rework](#).
- Proposal: add a way to **take items in secret**, for example as a mush skill.
- **Nerf** of blowout ship **crippling mush** playstyle. *Dismantling both showers, launching a massive mushification, taking both extinguishers and then leaving in the Pasiphae works... but it's not fun, and it's been done to death. It's just a way the mush has to destroy the ship without actually putting in any subtlety or effort - and worse, this might just be one of its most effective strategies anyway. By making it less potent, it'll incentivize mush players to prefer more subtle, long term strategies towards the destruction of the ship.*
 - See proposal for fixes to the [importance of the Pasiphae](#).
 - See proposal for a [Pyromaniac rework](#).
 - See proposal for a [Massive Mushification rework or removal](#).
- Proposal: If the Bronze-Silver-Gold system is kept : Give access to one more mush skill slot (2 for a Bronze mush, 3 for a Silver and 6 for a gold)
- Proposal: Two human skill slots base, three once a specific NERON project is completed.
- Proposal: Three human skill slots.
- Proposal: A random amount of human skill slots.

(28.08.2020) Note : all suggestions up to this point are now in the gitlab issues, comments included

Miscellaneous

- **Starmap Fragments and Alien Artifacts**
 - Proposal: Add alternative ways to obtain them in general, such as through Trade or taking down Trader Ships.
- **Expeditions**
 - Proposal: Make it less RNG-dependant.
 - Proposal: Medikit may now be used to heal crewmates mid-expedition
 - Proposal: NERON project that allows expedition members to heal each other during the expedition
 - Proposal: Make short Expeditions that would be interactive.
- **Tutorial and Hint system**
 - Proposal : Make them usable and make it so that you don't need Mushpedia/Twinpedia open in another tab to know what you're doing as a new player.
- **Cargo and Trade**
 - Proposal : When attacked, some cargo ship would stay and fire at you.
 - Proposal: More varied goods to trade
 - Proposal: add tech ships that trade drones
- Make **Reinforce** useful.
- **Fire related**
 - Proposal: **Plants destroyed by Fires** leave an hydropot behind.
- **Ending related**
 - Proposal : Ending message more diverse
- **Furtivity**
 - Proposal: Search becomes a Secret action.
 - If another teammate or a camera is there to detect the Search, they only know that a Search just took place. *[Crewmate] frantically searches through the shelf... What could they be looking for?*
 - The result of a search is always Private. *You've discovered a hidden [Object]! / You've found nothing.*
 - An item that has been found through Search retains its Hidden property. Hidden objects can now be seen by several people: the one that has hidden it, as well as the people that have found it through a successful Search..
 - For 1 :pa:, you may now take an object from the shelf through a Secret/Furtive (?) action. *[Crewmate] plunges their hand in the shelf, and discretely retrieves something...*

- The retrieved object may be revealed, or it may not be. Alternatively, it may only be revealed to Observant crewmember in the room, or if a Camera is present. Non-Observant crewmember not under a Camera only know that an object was retrieved.
 - Proposal: Witnessing a Hide action allows you to see the object as if you had searched for it.
 - Proposal: For 0 AP: you may **cover for** another crewmember. *Note that this may be hard or impossible to implement based on existing code (Xid). I'm still feeling pretty confident.*
 - When a character undertakes a secret action, if the room in which they are present only contain crewmembers that cover for them, the action will only be revealed for the committing and covering crewmember; it will not show up in the logs for anyone else.
 - When a character undertakes a furtive action in a camera-less room, if every Observant character in the room that notices the action covers for them, the action will only be revealed to the committing crewmember and the covering observants.
 - A camera always detects all Secret and Furtive action in its room, regardless of the amount of people that cover for the commiter.
- **News Characters** : Baranov ? Nils ? Kivanç ?
- **Change citrouïd** : keep the citrouïd effect but make the AP and MP boost random as the rest of the fruits
- **Change the way Alien Fruits are randomized**
 - Currently it is rare to see a fruit "better" than basic bananas. Just making possible to have better fruit, maybe with a randomised but balanced point system :
Ex : Kubitus : 4 :pa:, 60% chance causing Gastro enteritis, 60% chance loss of 1 :pmo:
 - One way could be to create a new fruit every time one is found in expedition. Right now, if you fin a Kubinus with lame stat on planet A then you will have once again lane stat on planet B. But, if you have a new chance to get a good fruit
 - rework Hybridization such as the new plant combine the effect of the two hybridized
- **Add Events**
 - There could be more interesting alien encounters in the game to make it less repetitive, like bad encounters with aliens invading your ship to try eating your teammates, or even spaceship battles. (We can see in the unused sprites a weird aggressive alien, by the way. They should appear as a character once they come in your ship.)

- **Reworking impactless equipment**
 - Antenna, Auxilliary Terminals, Planet Scanner, Antenna, Surgery Pod (adding a injury hazard to explos should do the trick), Narcotics Distiller
- **Make the cat mobile (the same way as drones)**
 - Make infecting the cat more easy, can add some rules such as the cat doesn't move if it is with Raluca...
- **Rework space fighting**
 - rework tactics
 - allow to shoot other patrollers (maybe with a lock on NERON bio)

(29.08.2020) Note : all suggestions are now in the gitlab issues, comments included