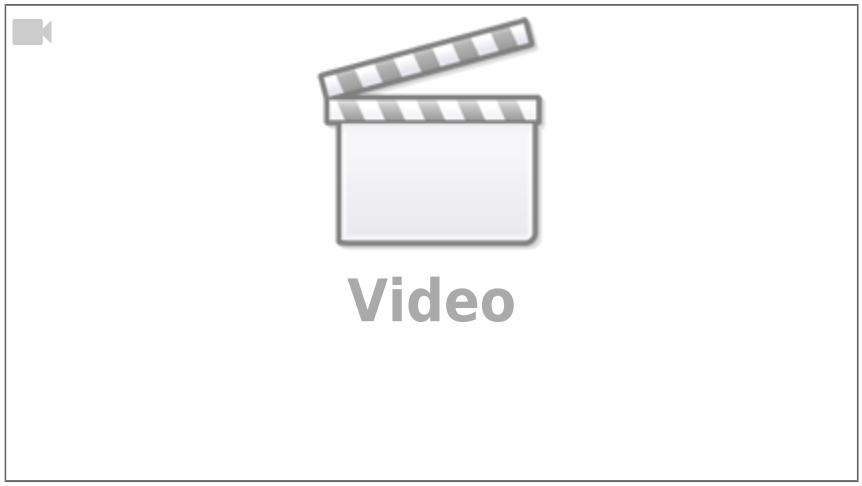
Development Roadmap

Roadmap Update November 2020:



Near Term

Near Term are items that are actively being worked on and intended to be released sometime Early to Mid 2021.

- Flight Console
  - Nav Buoys
  - Distances / ETAs
- Tactical Console
  - Weapon Configuration
  - Mines
  - Turret Drones
  - Target Counts on Radar by Contact
- Science Console
  - Improved Scan Details
  - Scan Limitations
  - Detect When Being Scanned
  - Probes
- Engineer Console
  - Shield Frequencies
  - Modified Energy Use (Base of Level)
- Comms (Soon to be Operations)
  - Fighter/Squadron Launch/Recall
  - Comm Buoys
- Vessels
  - Cloaking
  - Repair Limitations
- Game Master
  - Better Player Detail
  - Master Object List
- Missions!!

    - New Missions
    - Training Campaign

Mid Term

Mid Term items are slotted to be worked on as near term items get completed. Expected development Mid to Late 2021.

- Flight
    - Course Plotting
- Tactical
    - Threat Analysis
    - Shield Modifications
    - System Targeting
- Operations
    - Deck Comms
    - 3D NPCs on Screen
    - NPC Dialog Audio
- Medical
    - Health Analysis
    - Disease Control
- Area Effects
    - Radiation, etc
- Nebulas!
- Planets
    - Locations (Bases, etc)
    - More 3D Detail
- Fighter playable
- Generic Ships Console
- Buffs
- Enhanced Dialog
- Missions
    - Other Short Campaigns
- Vessels
    - Variants
- Models
    - Detail Improvements
- Steam Workshop

Long Term

Long Term Items are on the list, but won't be implemented until Later 2021 and beyond

- Built in Player Audio/Video Communications
- Matchmaking Improvements
- Single Player (Fighter) Missions/Campaign
- WebGL

- Main Campaign

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