

Development Roadmap

Roadmap Update November 2020: Z33ArhVhR_w

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

From:
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