

Development Roadmap

Roadmap Update November 2020: https://www.youtube.com/watch?v=Z33ArhVhR_w

The written list is coming soon!

<h2> Near Term </h2>

Near Term are items that are actively being worked on and intended to be released sometime within the next 3-6 months.

- 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
- Consoles (Overall)
 - Radar Improvements
 - Scaling
 - Explosion Indicators
- Vessels
 - Cloaking
 - Repair Limitations
- Pedia Viewer/Search
- First Time Helper Screens
- Game Master
 - Better Spawn Control
 - Object Management
 - Encounter Management
 - Better Player Detail
 - Radar Relative to Selected Ship
 - Master Object List
- Missions!!
 - New Missions
 - Training Campaign

Mid Term

- Unordered List Item

Long Term

- Unordered List Item

From:

<http://wiki.starshiphorizons.com/> - **Starship Horizons Wiki**

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