

# Development Roadmap

Roadmap Update November 2020: [https://www.youtube.com/watch?v=Z33ArhVhR\\_w](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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