

# 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!*

## 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
- 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

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
- 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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