

DEVELOPMENT ROADMAP

2017-2018

CURRENT VERSION

INDUSTRY LOGISTICS

- •5 land gatherers
- •3 coastal gatherers •Trains
- •3 farms 7 factories

Trucks

- Train terminal

WORLD

Maps with 512² tiles

DONE

Coasts

TOWNS & STATE

Global market

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INITIAL VERSION ADDITIONS

TOWNS & STATE Unified economy

New tutorial

PLAYER EXPERIENCE

DONE

DONE

Town shops

WORLD Town offices Wholesalers

Player to state trade

 Map creation settings

TOWNS & STATE

and types

WORLD

Events

Town to town trade

Town to state trade

Town personalities

•Tier 1 town models

panel

DONE

WORLD FACEWASH

INDUSTRY

- New coastal Traffic
- gatherer mechanics Wavy terrain **LOGISTICS**
- Tunnels
- Improved interface
- Bridges
- **PLAYER EXPERIENCE**

WORLD

 Updated save/load system Updated transportation AI

New terrain visuals

Tunnels & bridges

screen scaling Recipe book

EFFECTIVE & EFFICIENT

LOGISTICS

- Dirt roads
- Train signalling
- Truck depot Warehouses

LOGISTIC EFFICIENCY

- WORLD

Rivers

LOGISTICS

Zeppelins

PLAYER EXPERIENCE

Integrated tutorial

WIP

DONE NEW PLAYER EXPERIENCE

TOWN & STATE

- Reputation
- Specialisation
- Borders
- **LOGISTICS**
- Boats
- Town models

WORLD

New global shader

PLAYER EXPERIENCE

(progress & unlocks)

THE WORLD IS MY PLAYGROUND

GUI

WORLD Islands

Traffic

- Maps
- Overview panels Terraforming
- **LOGISTICS**
- Highways

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INDUSTRIAL PROWESS

TOWNS & STATE

INDUSTRY Industrial parks

New train signaling

Real shifting economy

- Contracts and scenarios
- Cities and metropoli

SOMETHING STINKS TOWNS & STATE PLAYER EXPERIENCE

- Pollution events
- WORLD

Modding + workshop

- - Localisation
- Pollution
- (Air, Ground, Water)

DEEPER DOWN THE RABBIT HOLE

TOWNS & STATE

- New events
- New terrain visuals Biomes

WORLD

•4k maps

EVERYTHING

BIGGER, FASTER, BETTER, STRONGER INDUSTRY PLAYER EXPERIENCE

- New factories
- Camera effects (SSAO, DoF, etc)
- New gatherers
- New recipes

WORLD

New resources

LOGISTICS

Waste disposal

PLAYER EXPERIENCE

Managers

TOWNS

Trends

MULTIPLAYER

• Global market trade

Host/guest system

POST RELEASE OVERFLOW INDUSTRY

- Prospecting
- Building modules Building upgrades
- Efficiency
- Waste generation

Product quality

- Power plants

WORLD

- Temperature system NPCs
- Seasons
- Day/night cycle

INDUSTRY VETERAN

INDUSTRY

- Polish & balancing New factories
- New gatherers
- New recipes