

Suggestions from a Dane.

Progression overhaul.

Introduction:

Lore.

“A Space Engineer Graduate with a basic library of “blueprints” at his/her disposal. These “blueprints” include the most basic block types required to succeed in space.

Originally the Space engineer would contact the tech department of his corporation to get his library updated with the blueprints needed for his current undertaking.”

At present the engineer must explore, fight and salvage to get his hands on the precious Data Packs left over from the old world.

Once he has succeeded, he must set up his own mainframe. (“Faction Hq”)

New items.

1. Tech station (Block)
2. Upgrade module / Data Storage Module - **DSM**. (*block - cf. production booster modules*)
3. Data Packs (Component)

Implementation.

Tech Station.

1. The Tech station will rearrange but integrate into the current Progression system.
2. There will be multiple Different Tech Stations - one for each category.
3. Only one of each Type of Tech Station is allowed in a faction.
4. Tech Stations can only be built on static grids.
5. Hostiles can grind down the Tech Station to retrieve some percentage of the used Data Packs.
6. Players only have access to the unlocked blocks if they are within antenna range of the Tech Station.
7. If a Tech Station is destroyed - unlocked block types in that category are lost as well.
8. Progression / Tech Station Tiers are implemented through the DSM.
9. DSM's are built unto the Tech Stations and tier up the category it is related to.
10. Can only be hacked if no other Tech station of the same type is owned.
11. Can be completely salvaged by owning faction / player for relocation.

Data Packs.

1. Can be collected from “unknown signal” spawns.
2. Can be retrieved from some derelicts.
3. Integrate into the current construction system.
4. Can be stolen from hostile Tech Stations through grinding.

SUGGESTIONS FROM A DANE

Gameplay vision:

- The Tech Station Will Give a deeper and more immersive feel to the Progression system.
- It will also integrate more of the games own features into the system (encounters, “unknown signals”).
- It will not force but encourage exploration and player/encounter interaction through the need for Data Packs.
- The “one of each” and “only on static grids” systems encourages the player to build up from one point and expand from there. (this could be toggleable for nomadic gameplay)
Together with the required antenna contact you can almost imagine how a faction area can build up in spheres. - this introduces a player / faction - controlled area of space.
(Subconsciously this can create a new frontier to explore. / Fear of the unknown)
Furthermore the Tech Station has great value to both hostiles and the owning player in pvp Scenarios as a faction will suffer a technological setback if the they are destroyed.
- The antenna system could encourage use of the chat system. and creates clear boundaries as you will be “alone” if you move beyond.
- “only on static grids” also encourages the player to expand and improve their infrastructure.
- More long-term goals. - it is no longer just a matter of being able to get somewhere you must build and engineer your way there.
- Outposts outside the “faction / player area” will resemble colonies as you can only build the basic blocks.
- Did I mention more naturally occurring long-term goals?
- Easier to find each other in space due to the increased need for antennas. (risk / reward)
- Adds another aspect to survival.
- Adds Décor and new aspects to base building.

Tech tree draft.

The screenshot shows a game interface with a tech tree. On the left is a sidebar with categories: All Blocks, Block Weapons, Block Tools, Character Weapons, Character Tools, Character Poses, Armor Blocks, Cockpit Blocks, Conv./Cargo Blocks, Large Blocks, Power Blocks, Production Blocks, Small Blocks, Voxel Hands, and Window Blocks. The main area is titled 'Blocks' and 'Progression' with a search bar. It shows a progression path starting with '+ Basic Blocks' (a Tech station icon). This leads to three rows of items, each starting with a 'Tech station' icon followed by four 'DSM' icons. The items are labeled 'Tier 1', 'Tier 2', 'Tier 3', and 'Tier 4' respectively. On the right, a 'Tech Station' tooltip is visible, containing the text: 'The Tech station stores Data Packs and through that opens up progression in a specifik category.', 'Rome Wasn't built in a day.', and 'Can only be build on stations'. Below the tooltip is a table of components and their required quantities:

Components	Required
Computer	2
Motor	2
Large Steel Tube	1
Data Pack	30
Steel Plate	20

At the bottom right, there is a PCU indicator: 'PCU: 150'.

Fuse plates.

Lore.

*"-Today, I will survive.
-Tomorrow, I will learn, and I will live."*

"As the Engineer roam the vast unknown, and with a limited library of blueprints at his disposal, he must learn to think outside the box. - He must jerry-rig"

Coming upon derelict ships and stations a good Engineer quickly realizes the potential of the components (blocks) left behind and uses them to jerry-rig his craft. Using the simple but effective 'fuse plate', he aligns his ship with some carefully salvaged components (blocks).

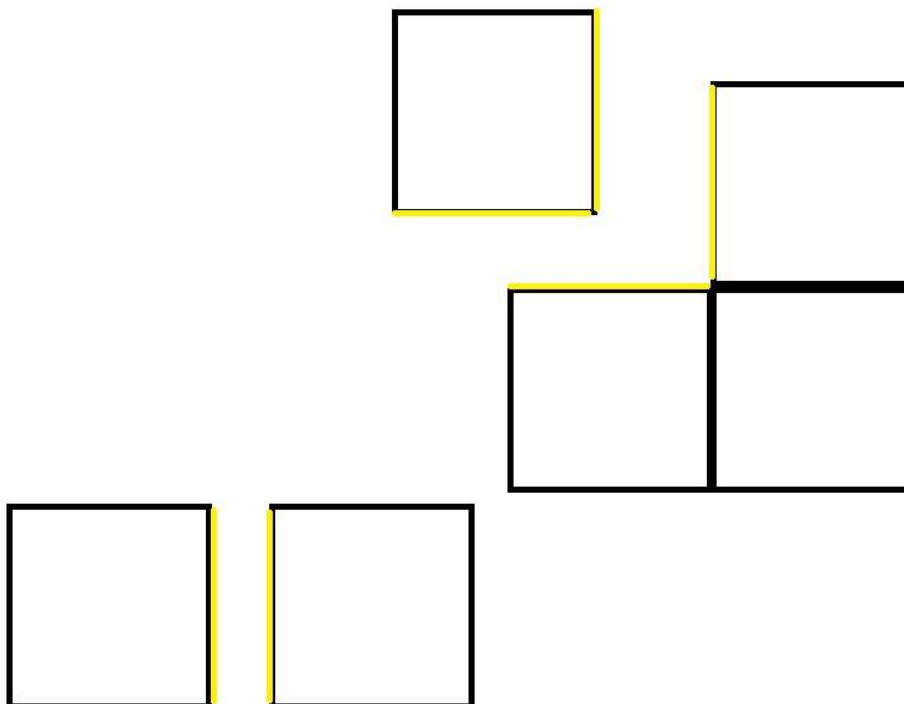
Once the component and the craft are close enough together, a current is sent through the 'fuse plate' which heats it up and melts the two pieces into one. The 'Fuse Plate', lost in the process

New items.

1. Fuse plate (Block)

Implementation.

- The Fuse plate will act as a simple and flat merge block that destroys itself upon use.
- it must be built on every surface adjacent to another block for it to work.
- It must be built on all blocks the player wishes to fuse together.
- Can only fuse unowned and unpowered blocks.



SUGGESTIONS FROM A DANE

Gameplay vision:

- The fuse plate will add an alternate route of progression. Instead of focusing on “research” the player can hunt and salvage other ships. This will go well in hand with the hunt for Data Packs while acting as two separate stages of gameplay.
- The Hunt for blocks has a very real risk / reward side to it as the player can't repair blocks that are not yet unlocked.

In conclusion.

First of I'd like to thank you for a great game. Having Played space engineers for 3000 + hours it has been a big part of my life since release. I consider myself one of the veterans. Being among the first to reach certain engineering goals within the game.

Friendships have been made and ships has been broken.

Most of my personal achievements in the game was prior to planets timers and programable blocks, but I have never been able to leave the game, all that has changed is how I play it. And that is of course due to your continued development and improvement of it.

But When that is said. I Write all this because the new progression system seems lacking.

I like how it presents an early game challenge. But the implementation of makes it feel more like I'm being limited instead of making actual progress.

I hate to say it - but it feels “cheap” :/

I keep asking myself why I need to build this to get that.

I realize this is very late in the development process, but please consider my suggestion.

I know its not like ordering a pizza, a game takes time to make and the proposed changes from the community are rarely as simple to implement as we might think.

I love the game and as so many others, I want it to be all it can be.

I hope this suggestion can inspire you in any way.

the hype train is still at full speed 😊

<https://youtu.be/5-bary5bafs>

Best Regards.
Anders Wraae. (Dane)