Prepared By: Hero of Evil (AstroAscendingAsses) & Sujk (SynTec)
Gathered From: The Barons of the Galaxy community of players

*Any unmarked items were an idea of Hero of Evil or Sujk

Document Note:

The features and bugs listed in this document have been collected from the community of players in Barons of the Galaxy. The intent of this document is to help provide a single location to view what the game's player community would like to see in future game enhancements. These enhancements are not expected to be implemented but to be reviewed and evaluated by the game developer.

Feature Requests

QoL = Quality of Life

LIST	NAME	INFO 1	INFO 2	INFO 3	GOAL
1	Artifact Recovery	Possibility to recovery an artifact that is equipped on a unit/ship.			QoL update. It's needed for idea 4. Currently, removing an artifact means destroying it. I believe that with this idea, players will have more flexibility to add artifacts to ships/units, and then remove them to use on others, when they want.
2	Structure "Groups"	Possibility you create a 'group' of structures. **See item #19**	Structures need to be in the same location.	Maybe a different kind of 'group' for production structures and military structures.	QoL update. Better organize our assets.
3	Ship Wings Rework	Possibility of assembly ship wings using 10 of the same ship (ships must have no artifacts equipped) and dissemble a wing into 10 of that ship (wing must have no artifacts equipped).	Works with special ships, up to destroyer	Maybe remove the ship wings from build in shipyard.?	QoL update. Need Idea 1 to work. Most of the ships we have today are useless. With this, a wing of pirate marauders with artifacts, for example, would be a nice ship.
4	Structure Sales Contracts	Possibility to sell normal structures to other players using contracts.			QoL update.
5	Product Category Contracts	Possibility to create contracts for an entire category of products.	Example: Contract to buy 200K Metals, can be done delivering 150K basic metals and 50K exotic metals.		QoL update. Adds more flexibility to contracts.
6	Structure Orders	Possibility to make orders in structures. Orders: Change production, wait, change rate/halt production.	Example: product basic ceramics for 100 turns -> produce exotic ceramics for 100 turns -> loop, It produces basic ceramics for 100 turns, then change to exotic for 100 turns, and repeat.		Huge Update. MAKE BOTG ~~GREAT~~ IDLE AGAIN
7	Logistic Points Change	Structures logistic points counts related to its rate: structure lvl 10 at 70% counts as 7 logistic points, lvl 5 halted structure counts as 0,5 logistic points.	Logistic points = level * rate		Idle structures cost the same logistic points as the working industries. I don't think its right, LOGPEN IS THE TRUE ENEMY.
8	Activate/Deactivate units/ships	We could have an ship status that is "in reserve". To send a unit/ship to reserve, its an order, and it takes some turns (for ships its the same amount of turns needed to upgrade it (4 turns for a freighter for example), and for units it would be a different calculation) to send to reserve and to get back to active. A unit in reserve would cost only 1/10 of the cost/turn and 1/10 of logistic points. Units in reserve can't be used in groups and cant be use in any order (except the order to get back to active, what would take some turns to be ready to action)	So we get units we don't need now, set the order to inactive it, it would take some turns to be completed, the unit will stay 100% idle, not taking part of any kind of battle or order, until we set order to be active again, that would take again some turns to be done (these numbers are just an idea of what can be done, what matters is the concept)	Units in reserve can be attacked, but they have 0 attack	LOGPEN IS THE TRUE ENEMY.
9	Loan Contracts (money)	New kind of contracts, that allow player to lend/borrow money to/from other players, and configure how this player pay back.	New contract -> lend money to another player -> amount: 100M -> interest: 10% -> pay each turn or one time: each turn -> how many turns: 1000 (it pays 110K/turn for 1000 turns)		New level of contracts. Its already exists, but in an informal way.
10	Loan Contracts (units/ships/structures)	Contracts to lend units, ships and structures for another player. You configure the rent, duration, and insurance if destroyed			related to 13, need idea 5 to work,
11	Warp Ships Warp Effect	Warp freighters, frigates and carriers can start a move order with warp bonus even if there is no warp gate in this location, but need to pay the costs of warp.			Related to idea 18. Makes the warp units a little more useful.

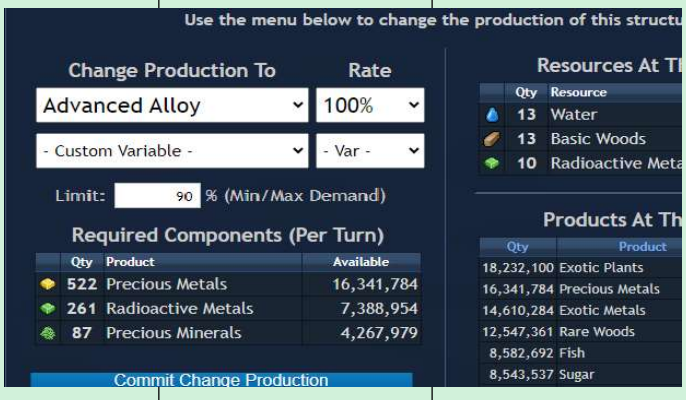
12	Pick Up/Drop Off Category Orders	Possibility to load or unload products of a entire category.	example: Load 200K metals (load 50k of each metal?).		QoL update. related to idea 6
13	Set Units/Ships Out of Combat	In a group/fleet, you can choose units/ships that will not participate in an attack. Only works with attack, they still participate in battle if the group/fleet is attacked.	Example: set a carrier to stay out of combat, so the attack only use the units.	MAKE CARRIERS GREAT AGAIN	QoL update.
14	Cybernetic Warp Effect	Cybernetic AX can be equipped in ships to allow the ship to warp from any place, paying the warp cost. (Hyperdrive Module)			Related to idea 15
15	Define the player responsible for logistics in Contracts	In contracts, we have the possibility to choose who do the logistics.	You do the logistic: order; "(c) drop off other player do the logistic: order: "(c) pick up	Contract: sell products -> player X .... water ..... 10000 ..... 90ea ..... [] your logistic / [X] his logistic. the other player need to send a ship, and do the order of 'pick up' products in the location of the contract.	:)
16	Easy contracts	Possibility to not specify the contract when transferring products to a contract, when there is only one contract for that product at this location. (generic order: drop off (c))			QoL
17	Structure ruins	When your structure is destroyed, it leaves a 'Ruins' in the same location. The ruins saves the information of what kind of structure was that, what it was producing, and the structure name. Ruins have the same symbol as structures, but in red, and is before the structures in assets (in first position after HQ)	Ruins looks like a level 0 structure, but it will work as a new kind of object. Ruins can't be attacked, raided, destroyed or traded. You can salvage the ruin for $0 any time you want. Using the order 'Rebuild', using a ship/unit with an ACP in that location, will deploy the ACP using the information of the mark (name, kind of structure, production) at level 1.		QoL. Important to improve the gameplay out of earth.
18	NC warning message	We get a private message when a Nc spawns in a planet that we have industry or military on it			QoL. Important to improve the gameplay out of earth.
19	Products placeholders	Allow an option to make **placeholders** in products. When the product amount is 0, it stays in the assets with 0 amount, instead of be removed from assets.	HOW TO USE? Click in the product -> click in the placeholder box (check/uncheck button) **This relates to: #20**	EXAMPLE: You set all products of the category gadgets in your city as **placeholders**, then make a **group of products** with these 10 products. Even if they go to 0 amount, all the 10 products will stay inside of the **group of products**. It will be good to organize our assets (just one group instead of 10 products), and if we want to see what is in this group, just click in the "+", same ass groups/fleets.	QoL. update. Related to idea 27. Better organize our assets
20	Placeholders and group for products, items, structures, military structures				
20	Industry Block	Group for factories	Same as Group for Units and Fleet for Ships, but for structures and products/items. You can name/rename as you want.		QoL
20	Military Block	Group for military structures			
20	Product Container	Group for products. The products that are inside a container can be used as always, its just to organize the assets.			
20	Item Container	Group for items. The items that are inside a container can be used as always, its just to organize the assets.			
21	Turn on/turn off hide carried items/products	If on, hide from assets the products/items that are inside units/ships/containers			QoL

22	New Player Gameplay Enhancement	About Earth: Make it possible to free accounts relocate to a city out of Earth, but only in Sol. Free accounts on Earth can't trade with players. Free accounts on Earth can't attack players. (to avoid trolls/terrorists) Limit the volume of selling on Earth from players out of Earth and players with paid account on Earth (that is 1 month+ older) to 10%. Make the first relocate out of Earth be free Make relocate back to Earth cost more. about improve the gameplay out of Earth: Get a private message when a Nc spawns (same as normal events) More Terran federation out of Earth 'Rebuild' system	Player - From SynTech		QoL
23	Abandon assets	You can abandon an unit/ship/structure. When you abandon it, it will be transferred to a new Nc 'abandoned things'. Later, any player can reclaim an abandoned ship/etc., using a unit/ship.			
24	System Orbitals	Dym Sphere is an Idea DrDred presented, this would certainly match the requested items from the community.	System Wide Port System Wide Gun System Wide Speed Booster System Wide Space Base (community)	Corporations can pay the owner to use the base?	
25	Open NPC Rewards	Defensive structures count as damage for NPC rewards.			
26	Additional Cybertronic Features	Cybertronic needs some work, and idea:	AX: Maybe a one-time warp gate that can be deployed, used once or twice then gone?		
27	On the Unit Orders tab regarding the Load/Saved order lists	On the unit Orders tab, when looking at the list of orders we can see the target destination location.			QoL
28	When units are posted at a city with a Shipyard, they seem to only get repaired faster if the shipyard is owned by you.	Can we have a way were other shipyard and bases can repair other ships for a cost?			Corporate Collaboration
29	On the unit Order tab, the [Load] and [Append] button locations tend to cause issues.	Can we have these buttons maybe a different color, separated or a question pops up when you push [Load] "Are you sure you want to load orders?" Maybe all three above?			
30	Account Subscription Payment options.	Understanding that it is expensive to have full credit card transactions through a site, can see maybe look for additional alternative that reach a larger global audience?	Example: We had an instance of a player from Turkey who could not pay through PayPal.		
31	For the game's player guide.	It was suggested to maybe have a "new player" guide. The tutorial is great but having a guide for new players helps with the common questions they ask.	Example: http://forum.baronsofthegalaxy.com/topic3030-barons-of-the-galaxy-essential-guide.aspx		QoL
32	Custom Variables	Include an "Amount" variable. Something to count time or qty of an item.			
33	Battle Simulator	Probably be a little in game thing where you can just put units on two sides and run through combat , with the easy import option for "These units from my list vs everything at this location".			
34	Trade variables for orders	Feature: Some advanced order features would be wonderful. The ability to leave X amount of material when picking something up would be great, but why stop there? If basic wood at Venus is below 10,000, do X orders. It would allow for automated collection and delivery on assigned vessels that are set to listen for these conditions. It would make keeping services stocked a breeze!	Player - From Orion Interstellar		
35	Trade variables for orders based on target city demands.	Request; Variable for minimum demand when selling	Player - From Interplan Tech		

36	Trade order, select products by group and new player HQ suggestion.	Open market sales tied to location: not item stack. So, if something runs out at the location there is no need to recreate the sales. Load/unload items in a category: Pretty self explanatory but here is an example: With load categories implemented it would take only 8 load orders to gather end products not 80. Multiple consecutive cargo transfers executed in one turn: My previous example: 80 end products. 80 turns vs 1 turn. Ability for free players to re-locate HQ: I was invited to join a player at the end of the world but the storage prices outside of my HQ would kill my corporation...	Player - From ChemTech		
37	Game Advertising	Bug hunting is important, but crucial thing is to attract new players. Without new players, things will get boring for all old players, developer will not get income from subscriptions, developer loses interest to develop the game and game will eventually die. One simple solution can be Google Play Store. When we check terrible quality of games on Google Play (for Android mobile), BOTG is masterpiece! Developer doesn't have to code everything from beginning to make game to work in Android in Google Play Store. There is simple workaround; many developer just make shortcut, and game is installed from Google Play Store, but it is played in Google Chrome.	Copy- paste: it is possible to upload apps and games to the Google Play Store that are created using HTML, CSS, and JavaScript. To do this, you would need to use a tool such as Apache Cordova or React Native to package your HTML, CSS, and JavaScript code into a native app that can be submitted to the Play Store. or there are other simple solutions. So, by publishing game on Google play, this great game would be accessible to billion people with mobile phones. Lets say that only 0.01 percent of that number are interested in strategy game like BOTG, we would have tsunami of new players! And developer will have full pocket of money from subscriptions	Player - From Marine Ltd	
38	Player defined names.	Feature request - Naming system for cities and planets (maybe even solar system) - fix the naming and/or add the city and planet name-change option, it would be a lot better, for example if a mayor could change the name of his city, and a planet emperor could change the name of the planet, system emperor could change the name of a solar system. If DrDread thinks it would be too many changes to names, he could set a higher difficulty for changing the name then, like a player need to be an Emperor of a planet to change the name of a city on that planet, and a solar system emperor to change the name of a planet and solar system.	I think it is a crucial feature that should have been resolved long ago.	Player - From HSB	
39	Improved buy/sell market or contract capabilities.	Well, for years we have been screaming for a -buyer-option- on the trade platform, as in offering a set buying price for a set quantity with multiple deliveries from various suppliers possible -- this would greatly enhance the economical exchange aspect of this game.	Player - From Cave of Nimue		
40	Contract Titles	Here is another annoying one: not being able to modify the title of a contract - while setting up a contract one is given the opportunity to create your own title yet it does not get published so.	Player - From Cave of Nimue		

41	Market Improvement	We came up with a suggestion/concept idea, as well as implementing a buyer's option on the market, and perhaps a recycling/disassembling/reclaiming station or center for transforming finished products back to components and components back to raw materials this with a quantity %age loss or penalty of course and at some running costs, in our mind it could be another aspect or specialization for corporation to integrated or be associated with.	There were ideas to instigate more pvp action yet in majority players agree that this platform tends to orient itself rather towards economical simulation. What could be added though in this case would be events like meteorite raging over some planets for a period of time, or solar events, or tectonic events .. gravitational waves ... anything to temporarily suspend production in an area ... ... or even some weapon or ship capable of such events (.. what deathstar? Star wars what? never heard of it ..) like artifacts can do, but a lot harsher and without needing them, that weapon having some costs involvement too of course	Player - From Cave of Nimue	
42	Structure Leveling Time Reduction	Units/ships are assembled with components and raw materials, now which amounts needs to be defined since there exists no reference hereto ... instigating another can of worms and suggestion (that I think was also made here upon) consisting in possible construction boosts by bringing in raw materials or/and components to shipyards and military bases when constructing ships/units .. plus many other actions where this option could be involved.	Player - From Cave of Nimue		
43	Game Turn Time	Change the "game turn" to a certain time in the future. Like every turn would be 1 day and since his back story began in 2100s...he could've easily done it. I would think Also when a new player sees a huge game turn they would probably assume it's way to late to begin and catch up.	Players - From Kerbal Tech and SynTech		
44	Unit Log Page enhancement	What does the log page for a unit actually do? Like I'm sure I've seen it show when a unit loops and order but, only sometimes? Could we perhaps have an order type that costs zero time but writes something to the unit's log? I'd like to be able to track how quickly my ships are reaching their destinations so I can set up efficient loops.	Player - From Orion Intersteller		
45	Cybertronic Nanties Swarm Improvement	For Cybertronics A1 - Nanite Swarm, this would be great if it had more PvE uses rather then just PVP. The ability to use them against raider structures at least would be valuable.	Player - AstroAscendingAsses		Use Nanite Swarm against Raider Structures.
46	Upgrade Queues	The option to queue upgrades, maybe as a ship order.	Player - From Orion Intersteller		Able to queue upgrades.
47	Guild Gates	Setting a gate as a guild asset should mean guildies get free passage though.	Player - From Orion Intersteller		
48	Warp Gate improvement	Bigger/better warp on star-level OCPs :P would be nice to get 200x or higher for warping out to sector 7 :P	Player - EntropyCrop	Also see Item # 29	
49	Edit contracts while active	Ability to edit contracts while active.	Maybe have an agreement phase where both side agree to the change.	Edit Contracts	Able to edit contracts.
50	Beta Server	An idea to create a beta server of the game so players can test new game features.	Player - Kerbal Tech		Help developer with feature testing.
51	New AX Mysterious Unit Drops	Request for new Mysterious AX drop (MAK Cruisers)	Player - Death & Taxes		

52	MAK Reward Ideas Player - SynTech	suggestion of MAK rewards. 3 for each artifact size ~each time you KILL a MAK, you get around 700M + some fragments, maybe 10~30.			A1: 10 mak fragments A5: 75 mak fragments AX: 375 mak fragments
		A1 **alien armor:** equip small units. +75% HP		better than AX meta	
		A1 **mak beacon:** deploy on a location, create a a new military structure ('mak beacon') in this location. It have 10K hp at level 10 and have the effect: MAKs can't attack other targets if there is a beacon in the attack range.			
		A1 ????			
		A5 **alien armor**: equip aircrafts. +75% HP		better than AX meta	
		A5 **anti-mak guns**: arms aircrafts (fighter,bomber, varitek). +25% attack against other targets. +100% attack against MAKs.		worst compared to AX meta against normal units, but its better than it against MAKs	
		A5 **mak lure'**: spawns a MAK event in the deploy location			
		AX **alien armor**: equip ships: +75% HP		better than AX meta	
		AX **anti-mak ship guns**: arms ships . +25% attack against other targets. +100% attack against MAKs.		worst compared to AX meta against normal units, but its better than it against MAKs	
		AX **random quest ->** MAK drone, MAK cruiser, MAK battleship, other rewards			
53	NPC Interaction - Progression	I would like to add "Killing NPCs should provide some sense of progress; for instance repeated victories could reduce NPC frequency or stop new spawning temporarily" Right now it's a Hydra Wack-a-mole	Player - Interplan		
54	Adding interesting penalties for contraband distribution.	Any negative consequence from low contraband demand, or possibly sale/possession (like police 'raiders' who only target contraband product).	Player - Interplan		
55	New NPC Idea	An NPC enemy who relies on income to avoid bankruptcy like the rest of us	Player - Interplan		
56	Auto Mission	Create an option to do mission automated. The ship must be in a location of a mission. When you activate it, the ship will get a random mission from the location, the ship will move to the direction of the mission, and will automatic complete it and get a new mission, and repeat.		No one do missions today, its a dead content. With some idle on it, I think it could be a cool use of idle freighters. With idea 18, it can be set to auto use warp if the ship have Warpdrive effect on it. (warp ships or a ship with hyperdrive module)	
57	Daily City Missions	Each city have 3 mission of random products, in a big amount. Any player may delivery it to the city. You will be paid for 100% of the product price.	If you complete the missions, the city get a boost in population growth for the next 100 turns.		
58	Some ships rework	I think the frigate is useless as it is now. I think it should have stats between what is the corvette and the destroyer, more combat stats and less cargo and no hangar.	I think dreadnought need more hangar, at least more than battleships.		
59	Limit Demand Rework	Add to all industries the 'limit demand' for production too	If the demand in the city is less than X, it will not produce this product in this turn.	Also works for services. If the demand is less than X, it will not sell/produce this service.	



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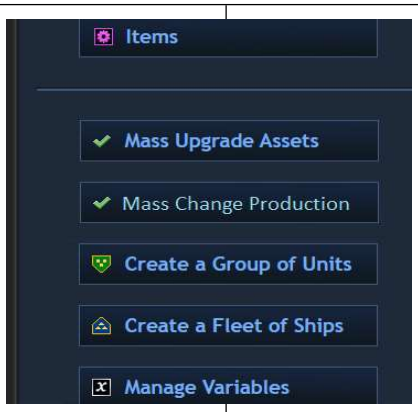
<tr><td>60</td><td>Mass change production</td><td>Same as 'mass upgrade assets', but for change the production of factories.</td><td> 
</td><td></td><td></td></tr>
<tr><td>61</td><td>Alts rework</td><td>Instead of using alts, what about create new payment options:</td><td>Premium account: cost $5/month, Premium account +1: cost $10/month, but have x2 logistic points (same as 2 accounts), Premium account +2: cost $15/moth, but have x3 logistic points (same as 3 accounts).</td><td>Alts are not allowed now.</td><td></td></tr>
<tr><td>62</td><td>HQ level past 10, scale Idea</td><td>
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<tr><td>HQ LVL</td><td>Base Log Points</td><td>Cost</td></tr>
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<tr><td>3</td><td>35</td><td>7M</td></tr>
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<tr><td>11</td><td>115</td><td>727M</td></tr>
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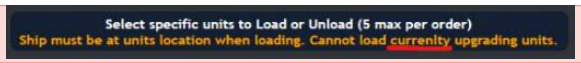
Bugs Identified

LIST	NAME	INFO 1	INFO 2	INFO 3	GOAL
1	Asset Page - Resource Sort	In the default view, the items on the Assets tab puts Ex. Minerals in a strange place on the list showing at the bottom of the list and not with the other listed mineral types.	This is also the same with End Product: Military Cyborg		Can this be corrected so that Ex. Minerals show up with the other minerals on the list?
2	When editing the Guild Description, the max characters used is 500.	When the user hits submit, they are re-directed to an error page.			Correct re-direction.
3	Player Guide issues/mistakes	Issue with calculation on 2 3 5 mil for components, services, and ends respectively.			Update/Correct
4	Player Guide issues/mistakes	Freighter wing remains fixed at 40 mil logistics even leveled up.			Update/Correct
5	GEO Boosters	which, pops at which those kick in, A1 geo boosters not affecting cities over 10 mil, the growth multipliers at each 10 mil pop			Update/Correct
6	Text - Names and messages	Can't add '.' To titles. Can add ' in messages.			Update/Correct
7	Game Accounts Password Change	Players cannot change their account passwords.			Can we get an option to change our account passwords?
8	Starbase building bug	A starbase upgrade finished halfway through building a freighter wing and the time to completion shot up? It's a bug. If you are building something during an upgrade, it'll reset to its slowest construct speed, then deduct 1/10 of the cost if it's still building after the upgrade.			Update/Correct
9	GEO Scorcher Issues	The Geo scorchers appear to be bugged. When tested on a city with 200k population (A1 and A5), the population starts to rise instead of fall.			Update/Correct
10	Low City Population Error?	I attacked 1 infantry with a battleship in Pahrump. After the attack it said pop was increasing by 75% there. Is this something put in to prevent players from killing off cities, for some reason?			Update/Correct
11	Level 1 Warp Gates (x1)	When using a level 1 warp gate, the speed shows (x1).	Can warp gates L1 maybe do x2 or x1.5 speed increase?		Update/Correct
12	Assets > Structures Tab	Does not show Log Pen, the military tab does.			Update/Correct
13	When looking at sectors from quadrant view in viewscreen, it reports the population of the top-left most system.	The number from the sector view does not show the correct population amount.			Update/Correct
14	Fleet and group names.	When you create a fleet of ships and give it a name, the number of characters allowed is longer if you CREATE then UPDATE. These should be the same allowed character size.	The only work around is to annoyingly remove the group then recreate it.		Update/Correct
15	Spelling mistake.				Update/Correct
16	Canceling upgrading an unit/structure/anything.	There is a 'bug' if you are upgrading an unit/structure/anything, you cant cancel the upgrade after it started but if you set a order to salvage it and cancel the order it stops the upgrade. and you lost the money used for the upgrade.	Suggestion: just create an option to cancel a upgrade after it started, and get back maybe 50% of the money used in the upgrade		Update/Correct