

Sales Flow

The complete gameplay loop follows the journey of every product, from the moment you place an order to when it finally finds its way into a customer's hands. It begins with selecting and purchasing stock, which is delivered to your back-room storage. From there, you choose what to move onto your shop's displays, arranging shelves and fixtures to meet the needs of whoever is likely to dock at the station next. Once items are on display, customers browse, select what they need, and complete their purchases, directly impacting your revenue and reputation.

Each step of this process is designed to work together seamlessly, creating a sense of immersion without bogging the game down with unnecessary complexity or technical strain. By carefully managing ordering, storage, display layout, and stock availability, you not only keep your shop running smoothly but also help shape the rhythm of daily life on the station.

Storage Inventory

Holds all owned stock not currently on display. Tracked as a logical list and visually represented in the back stock room using token props.

- **Logical Storage List:** Main record of all items owned, viewable via the terminal.
- **Stock Room Tokens:** Each product type has a fixed slot in the stock room with a single representative mesh ("token").
 - Appears when at least one unit is in storage; disappears or swaps to "empty" state when 0 remain.
 - Optional: token upgrades based on quantity (small box → full crate → pallet).
- **Performance Safe:** Tokens are static props, not individual physical items.
- **At-a-Glance Status:** Player can gauge supply by walking into the stock room.

Displays & Display Inventories

Each shop display fixture has its own inventory list, separate from storage. Visuals change to match items assigned to that display.

- **Dedicated Inventory Per Fixture:** Fruit Stand, Tool Rack, Snack Shelf, etc.
- **Sale-Only Stock:** Customers can only buy what's on displays.
- **Stock Dependency:** Manual stocking and auto-fill both require items to be present in storage — if storage is empty, displays cannot restock.

- **Manual Placement:** Player chooses which storage items to move into displays. Manual stocking is immediate (short in-world restocker animation) and happens exactly when the player decides.
- **Auto-Fill Option (per display):** When enabled, the display pulls from storage automatically based on a saved loadout, but changes apply on a scheduled refresh cycle to reflect automation timing. Complex/bulky goods can take longer to appear.
- **Default Loadouts:** Each display can have a baseline inventory configuration that automation maintains whenever stock is available.
- **Preset Loadouts / Templates:** Player can save named loadouts for a display type and quickly assign them to other displays of the same type.
- **Manual Override:** Player can override a display's default or template at any time for immediate changes, ideal for reacting to events or adjusting to customer needs.
- **Display Roles/Priorities:** Assign a role (e.g., High Margin, Popular Snacks) to influence automation decisions on which items are stocked first when supply is limited.
- **Visual Representation:** Models/meshes swap or enable props based on what's in the list (no per-unit spawning).

Ordering & Restocking

Players replenish storage by placing orders via the terminal's Shipment Management tool.

- **Order via Terminal:** Use Shipment Management to select items, quantities, and suppliers from a unified ordering interface listing all solicitors and business contacts.
- **Order Creation & Confirmation:** Orders are placed as requisitions and confirmed in-system (instant or short simulated approval delay), adding an extra step of business formality. Once confirmed, they move to delivery scheduling.
- **ETA & Delivery:** Confirmed orders show an estimated arrival time in the shipment list; deliveries occur after this set time.
- **PDA Notification on Arrival:** When an order reaches its delivery time, the player receives a PDA alert indicating it is ready to be received.
- **Receiving Step (Minimal Formality):** After receiving the PDA alert, the player performs a quick "Receive Shipment" action in the interface to acknowledge delivery and transfer items into storage inventory — no physical hauling required.
- **Stock Room Token Update:** Visual back stock tokens update instantly once items are received.
- **Planned Purchasing:** Order ahead based on Docking Registry info (e.g., stocking mining gear before a mining vessel arrives).
- **Shipment Tracking:** Active orders display a clear status (e.g., Ordered, Approved - Pending Delivery, In Transit, Arrived - Awaiting Receipt) for easy planning.

Customer Purchases

The point where inventory moves from display to a customer and generates revenue — and where customer satisfaction is determined.

- Purchases reduce the display's inventory count.
- Storage inventory is unaffected until the player restocks the display (manually or via automation).
- Customer satisfaction is influenced by:
 - Stock availability of desired items (automation can fail to restock if storage is empty).
 - Ease of movement (no excessive pathing blockages).
 - Time spent queued at displays.
- After leaving, a portion of customers posts a review to the Intranet's **Customer Reviews** board.
 - Reviews directly affect **shop reputation**, which in turn feeds into the broader progression/state system.
- Low stock, blocked paths, or long waits often result in negative reviews; efficient service boosts ratings.

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