Planet Ideas

Planet generations:

* Different planets generate a different scale of mass and different minerals… Gas giants would have a solid surface anywhere as the planet wouldn’t function properly.
* Randomise the variation of planets, how common it is to find a Gas Giant or Ice Giants etc. Also, the quality (concentration) of the gases and the ice, could be a very important measure to add.
* The level of the mining skills has to be acquired by the player before they can mine a certain type of mineral.
* The planets would have several different quantities and quality of ores, these could be used with other planet ores to make compounds. Players could use their initiative in a free play mode to discover the different types of minerals out there in the system. Using the periodic table and their elements we could make some of our own to make the players indulge more into the science aspect side of the game.
* Planets could have different features, deeper oceans, warmer climates, higher mountains. Closer to the sun further from the sun. Orbit takes longer, the day cycle could be a different amount of time. There are many different factors that could change the surface of the planet that makes the game more unique.

Planetary Interactions:

* Planet interactions have to work in order for players to gather resources otherwise there wouldn’t be much to on them other than explore them in Pulsar. So, there for to create the planet interactions the land alteration factors must be implemented to allow the players to mine, excavate and cut down trees. Also, plant trees and place building parts to make it work.
* The terrain can be manipulated by several different factors such as, Humans, Animals & Natural Disasters. Humans could dig down into and generated cave system to gather resources.
* When the players arrive at their destination e.g. a planet, there could be the possibility of a cut scene where there is teleportation systems to the planet if it is well developed and has a good amount of infrastructure the planet itself.