Space Exploration Game

Initial Ideas

* Procedurally generated open world
  + Abandoned space stations generated possibly through [Cellular Automata](https://unity3d.com/learn/tutorials/projects/procedural-cave-generation-tutorial/cellular-automata?playlist=17153)
    - Contains enemies
    - Loot hidden in space stations
  + Planets and landmarks to discover
    - Write discoveries down in a notebook
* Built with Unity
  + Base spaceship, asteroids and controls off of work already done on Disasteroids
* Progression system
  + Start at space station, only able to travel so far at start of game
  + Gain resources/experience by mapping more and more of the galaxy
  + Goal is to discover everything