User features:

* Control a spaceship.
* Travel between planets (Areas) to collect treasure used to level up
  + Different types of planets (Areas) offer different types of treasure
* Defend themselves during travel between planets using ship’s weapons. Weapons damage ship’s force field according to strength, and ship is destroyed when force field is zero.
  + Enemy ships are handled as NPCs
* Repair force fields with friendly ships.
* Use weapons to attack enemy ships in areas.
  + User may choose weapon types between single target and scatter weapons.
  + Bomb that damages everyone, including self.
  + Damage types:
    - Generic
    - Shield damage only (EMP)
    - Shield piercing to health
    - Subsystem remover
    - Cargo remover
* Healing
* User may find other loot in areas or on ships
  + Can be sold
  + Count for points