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.