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.