**Environment Design Document:**

**Pluto Environment Design:**

Summary: Surface is barren with only an ice plane, however there’re craters and ice structures that lead down under the crust. The surface is home to no organic life but is rich in resource nodes which can be harvested for common crafting materials. There’re also small caves in the walls of craters that can hold secrets.

Under the crust is a fully functioning eco-system which is full of strange life, some of which hostile. This is a dangerous place which even end-game gear will be tested. Here the player can find very rare materials that are used to craft the most powerful gear, however acquiring these will be no easy task.