# Props and Entities:

You

* Space dude, floating around in spacey goodness
* Momentum is conserved, so if you are going right and want to stop, you have to press left
* No weapons
* Emit tube trail for every “step” you make
* Limited amount of tube trails
* Can detach from tube trails, timer countdown to either reconnect or return to ship
* Up, down, left, or right jet image when each button is pressed
* Have wallet, fill with small items

Tube trails

* Limited amount, lose one each step
* Animated, non-colliding (however behind player)
* Don’t move
* Can be damaged, or caught on from airlock
* Moving back onto trail “picks it up”, returns one to inventory
* 2 ideas: have grid system for tubes, or have individual points set after a set amount of distance, connecting each other from point to point

Airlock

* Rare, not every damaged ship or building will have one
* Proximity based: Enter, back door closes, short timer, front door opens
* Small chance of cutting cable (scripted?)
* Can move back and forth through them, unless scripted

Debris

* Basic map outlining, static props that do not move
* Can be repeating, pixel art habit
* Can include larger ships with holes in them
* Player collision (and bouncing back?)

Larger Ships

* Based off of debris (except no collision)
* Have holes
* Bottom half, top half
* Top half fades after entering
* Can see inside

Loot

* Find items inside or around ships
* Small items (no weight)
  + Consists of coins, cash, jewels, or whatever goes to a specific dollar value instantly into your wallet
  + Smaller
* Large items (have weight)
  + Can only carry one at once
  + May have designs on them (red cross, dollar sign, etc.)
  + While carrying, acceleration is slower
  + Must return to ship in order to cash in at end of mission
    - Ship has certain slots for each cargo
    - Can upgrade

Threats

* Time (oxegen from ship)
  + Large value, i.e. 5:00
* Cutting line
  + Set off by airlocks, lasers (from turning on ships)
  + Manual discharge
  + Smaller oxygen timer, like 1:00
* Aliens? Not a big fan but maybe
* Suit integrity
  + From hitting a wall too hard
  + Or getting hit by a laser
  + Or flying space debris
  + Or flames from thrusters still on
  + Or enemy salvagers / government shooting you

Upgrades

* Items you can upgrade:
  + Suit integrity, tube length, ship oxygen, suit oxygen, ship capacity, thruster power
* Upgrade store in between trips