(current name: Space Cats)

Story:

Main story:

In an alternate universe where cats space. You live alone on the nearby moon. In the near galaxy there are not many inhabited planets with cats.

Your home in the beginning your moon, a small moon. You can manage your own home planet/moon.

The player has a spaceship that will let the player explore space, asteroids, nova’s, planets, moons.

The player:

You are a cat, you can freely do what you want.

The player has Hunger (visible when hungry or hunger changes) higher this by eating.  
If the Hunger is Low: you slowly lose health, cant do high labour stuff  
if the Hunger is High: you can do high labour stuff.

Milk: this is the best way to increase your hunger AND it gives you an energy boost and

The player has Energy (Visible as an cat eye) higher this by sleeping or drinking/eating high energy stuff.

If energy is low: slowest movementspeed, cant do labour stuff.  
if energy is high: can do labour stuff.

The player has a healthbar (only visible when less then 100% )

The player has a Lovebar (always visible) higher this by asking humans to pet you.  
If the Love is low: you become depressed, faster tired, slower movement speed, hunger faster down.  
if the love is High: movement speed is faster, less tired, not so hungry.

Sorts of players: (these types are playstyles, not locked in gameplay)

Explorer: + make big Spaceships and take your stuff wherever you go  
 - you cannot build a home on a planet/moon/… so you cannot farm/…

Main story in game:

Space places:

Moon:

Planets:

Black holes:

Comets:

Cosmic clouds:

Pulsars:

Suns:

Quasars:

Stars: