Playable character change to character’s relative upon death after mourning robot

Layered background images

Robot follower (floating/ground)

* Translates alien races
* Returns to family upon player death

Enterable buildings

Procedural planet creation

* Planets sections wrap (last section wraps to first)

Procedural star map creation

* Links between discovered star systems

Flyable spaceship

* Top down view (travel mode)
* Option to see ship inside view (cannot move), manage ship crew / fix ship

Alien races

* Each have randomly generated traits
* Treats other races differently based on traits
* Alliances

Departing/Arriving at planet

* Must reach ship to depart
* When arriving at new planet, sections generated based on where arriving on planet
* When arriving at visited planet, give option to choose from location already discovered or just generate the sections based on angle reaching the planet

Planet biomes

* Suit affects survivability (maybe)

Weather

* Suit affects survivability

Implant chips pass levels/skills to next generation

Floating platforms

2d water/lava physics

Randomised Quest system

* Randomised loot based on difficulty
* Distance: planetary, system, galaxy
* Quest type: Delivery, bounty, story, missing (item/person), Loot decaying planets (timed)
* Quest fails if quest giver dies

Weapons

* Accuracy based on player level/skill
* Types require skills to use

Character creation

Vehicles

Inventory system

Black holes

* Kills player, ship and crew upon passing PNR

Worm holes

* Sends you to a new system

‘Rich’ cameo

* Random occurrence
* Randomly sings
* Always going to get coffee
* Has multiple phrases

Money system (Credits)

Time System (Universal time)

Planet rotation

* Leaving and re-entering system will generate system with planets in correct positions

Enemy ships

Space combat

* Shields and ship weapon maintenance

Planetfall

* Teleport to surface
* Drop platform
* Drop character directly (fall damage)