* The ice blocks are coming far away
* Constraints on water & count
* A small help menu to get the idea of the game
* Style of the notifications labels
* Tweaks on why he is dead
* Approaching closet coordinates
* Hunger & thirst levels cause confusion
* Fix Door to lock the player out
* Ability to drop ice when you think you’re going to die
* Add colors indicating warning thirst & hunger
* If you’re in the hab and no suite, the air must stay same
* Time on prefabs
* Tutorial
* Aliens to eat (by killing them) !
* Pics indicating water, food and stuff
* Clear text
* Sleeping in the hab
* How quickly you get thirsty
* Tweak public variables
* Numbers are hard. Have a dial/alerts
* Text is hard to read
* Make food & water… define graphically instead of abstract.