Martian Game Elements:

Supply Mechanics:

Water:

* + Storage box for water.
  + Habitat water supply is updated when the player checks the storage box.
  + Ways to lose water:
    - Drink it.
    - Grow crops.
    - Make air.
  + Ways to get water:
    - Burn rocket fuel.
    - Use air. (2 Units)
    - Collect from fallen metorides. (Want)

Air:

* + Storage box for air.
  + Habitat air supply is updated when the player checks the storage box.
  + Ways to lose air:
    - Make water.
    - Hab leaks.
    - Suit leaks.
    - Breathing while in the suit.
  + Ways to acquire air.
    - Burn water (Electrolize) (2 Units of water)

Food:

* + Storage for food.
  + Ways to lose food:
    - Eat it.
  + Ways to get food:
    - Use water. (1 Units)

Game Design:

* + The player has:
    - Thirst bar.
    - Hunger bar.
    - Oxygen level bar.
  + The habitat has:
    - Water level bar.
    - Air level bar.
    - Food level bar.
  + The habitat objects are:
    - A water supply tank.
      * When the player is near it it will update the habitat water supply bar.
    - An air supply tank
      * When the player is near it it will update the habitat air supply bar.
      * It can have leaks.
    - A food supply area.
      * When the player is near it it will update the habitat food supply bar.
    - A bed.
    - A suit changing area.
      * When the player is near it they can change to suit or without.
    - A computer.
      * When the player is near it they can interact with it. Each day it will display a random message of 30 pre-made messages. These messages are supposed to be from Earth news and something comical.
  + In game time:
    - A day is 5 minutes.
    - You lose units every 30 seconds.
    - When the day ends the screen goes dark and bright again and the player appears next to a bed in the habitat with a notification regarding what day it is.
  + Metorides:
    - They land during the night.
    - The player is notified when they wake up.