Game Mechanics:

Player qualities

* “Energy” is used for powering tools
* Health
* Stamina?

Starting Tools

* Drill: adds/removes material. Loud
* Particle launcher: cheap weapon, uses material as ammo, low damage, low energy usage. Loud

Collectable tools

* Hand cannon: single-fire weapon, uses energy as ammo, high damage. Loud
* Taser: single-fire weapon, uses energy as ammo, temporarily stuns enemies. Quiet
* Jetpack: uses energy, fly in the sky (you do take fall damage if you do not land carefully)
* Stealth watch: uses energy, become temporarily invisible/camouflaged

NPCs:

* Wolves: always hostile, hunt in packs, territorial
* Tribes: random gathering of aliens, could be friendly or hostile
* Empire: always hostile, although more reactionary
* Rebels: don’t like empire, so they will be friends with you if you choose