Planet Classes

* Earth (Class)
  + Start
  + Position x = 0, y = 0
  + Goods
* Alpha Proxima 1
  + Position: x = ~4.7, y = 0
  + 4.7 light years from earth
  + Base Goods:
  + Goods Price:
* Venus
  + Position: x = 5, y = 2
  + 5.39 light years from earth
  + Base Goods:
  + Goods Price:
* Jupiter
  + Position: x = 14, y = 3
  + 14.32 light years from earth
  + Base Goods:
  + Goods Price:
* Mars
  + Position: x = 18, y = 13
  + 22 light years from earth
  + Base Goods:
  + Goods Price:

Player Class

* Age
  + Starting: 18
  + Game ends if character reaches 60

Currency Class

* Starting Credits: 1,000
  + Need method to subtract currency
  + Need method to add currency

Ship Class

* Ship 1 Class
  + Speed: Fast (between 8-10 times the speed of light)
  + Low Capacity
* Ship 2 Class
  + Speed: Medium (between 4-7 times the speed of light)
  + Medium Capacity
* Ship 3 Class
  + Speed: Slow (between 1-3 times the speed of light)
  + Large Capacity

Goods Classes (Each good will have a different price at each planet)

* Food – Weight: 2
  + Earth: Buy/Sell :
  + Alpha Proxima 1: Buy/Sell :
  + Venus:
  + Mars:
  + Jupiter:
* Weapons/Ammo – Weight: 5
  + Earth:
  + Alpha Proxima 1:
  + Venus:
  + Mars:
  + Jupiter:
* Luxury Goods – Weight: 10
  + Weight: 10
  + Earth:
  + Alpha Proxima 1:
  + Venus:
  + Mars:
  + Jupiter:
* Minerals/Ore – Weight: 8
  + Earth:
  + Alpha Proxima 1:
  + Venus:
  + Mars:
  + Jupiter:
* Special Item: Earth
  + Weight:
* Special Item: Alpha Proxima
  + Weight:
* Special Item: Venus
  + Weight:
* Special Item: Jupiter
  + Weight:
* Special Item: Mars
  + Weight: