INPUT:

-Planets

-Spaceship

-Currency

-Mining

-Paths

-Enemies

-Trader (store)

-Spaceship parts

-Valuables

-Health

- Weapons

PROCESSES:

-Health Effect

-Damage Effect

-Buy

-Sell

-Position

-Paths (Choices)

-Collection

-Planet Story

OUTPUT:

-Win

-Lose

-Advance next planet