All

* Balance
  + Power
  + Health
  + Recipe
  + Pollution
* Images
  + Pictures
  + Tints
* Sounds
* Technology tree
  + Disable recipes
* Start
  + 20 Colonists
  + 100 Food rations
* Levels
  + 1
    - Colonist per building
    - Buldings need heat
    - Colonists need food
    - Housing
    - Apples and oranges as food
  + 2
    - Jobs as modules
  + 3
    - Offices as Beamer
* Hunger state
  + 1 Rampaging mobs appear
  + 2 Shut down buildings
  + 3 Do not activate buildings
  + 4 Hungry
  + 5 Ok
* Cold
* Sickness
* Happyness
* Starter pack
  + ~~3 burning mils~~
  + ~~1 furnace~~
  + ~~2 Small house~~
  + ~~1 Chop house~~
  + ~~1 Fruit picker~~

Building

* Entity
* Item
* Recipe
* Technology
* Names

Waste

* *Latrine* 
  + Wood en stone
* *Waste disposal*
* Chemical
  + *Fertilizer*
  + *Solid fuel*
  + *Sulfur*
* Solids
  + compost

Food

* ~~chop house~~
* ~~Cantine~~
* ~~Restaurant~~
* ~~Fish~~
  + Electric Fishing robot
  + Water => Noxys
  + Live-fish
  + Live-fish => raw-fish
  + ~~Fishing robot~~
  + Fishing boot
  + Fishing tech
    - Range
    - Cooking
  + ~~Recipes~~
* ~~Apples~~
* Locales for waste
* Cattle
  + ~~Cattle~~
  + ~~Calf~~
  + ~~Spawner~~
  + Feeder
  + ~~Grabber~~
  + ~~Butcher~~

Work

* *Buildings*
  + *Training center*
  + *School*
  + *University*
* *Jobs*
  + *Engineer*
  + *Manager*
  + *Worker*
  + *Environmentalist*
  + *Single, team, group*

Vehicles

* Driver
* Arrows
* Ambulance
* https://github.com/shanemadden/factorio-dozer

Military

* Turrets / Units
  + Machinegunnest
  + Sniper
  + Rocket

Hunger

* Percentage rises if not enough food eaten

Punishment

* Destroy buildings at random?
* Colonists rampaging
* Remove colonists from jobs

Rampaging mob

* Colonists detroying stuff

Fishing

* ~~Mashmod fishing machine~~

02.

Added a latrine for them to do their business

Change waste to: solid-fuel, sulphur or fertilizer

Added a school and university for higher level education

If in pods then in stasis

Colonists => Housing

Housing => Area

Colonists

* Created pods
  + Mined
  + Landed
  + Born
* Workers in housing <= inventory?
* Workers available
* Workers working
* Workers died
* Workers needed
* Workers hungry

<https://mods.factorio.com/mod/yi_engines>

<https://mods.factorio.com/mod/Yuoki>

<https://mods.factorio.com/mod/pyindustry>

<https://mods.factorio.com/mod/pyhightech>

<https://mods.factorio.com/mod/Hexi_Inline_Ore_Processing>

<https://mods.factorio.com/mod/fpp>

<https://mods.factorio.com/mod/cargo-ships>

<https://mods.factorio.com/mod/NPBees2>

<https://mods.factorio.com/mod/Bio_Industries>

<https://mods.factorio.com/mod/Portablechests>

<https://mods.factorio.com/mod/yi_railway>

[~~https://mods.factorio.com/mod/btsPollutionProductionMachine~~](https://mods.factorio.com/mod/btsPollutionProductionMachine)

<https://mods.factorio.com/mod/Dirigible>

<https://mods.factorio.com/mod/BiterPets>

<https://mods.factorio.com/mod/WatchTower>

<https://mods.factorio.com/mod/SteamShip>

<https://mods.factorio.com/mod/ships_extended>

<https://mods.factorio.com/mod/Treefarm-Lite-fix>

<https://mods.factorio.com/mod/Noxys_Waterfill>

<https://mods.factorio.com/mod/Flare%20Stack>

<https://mods.factorio.com/mod/ArtilleryDelivery>

<https://mods.factorio.com/mod/naked-rails>

<https://mods.factorio.com/mod/Arborium>

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<https://mods.factorio.com/mod/RailTools>

<https://mods.factorio.com/mod/GameClock>

<https://mods.factorio.com/mod/ctg>

<https://mods.factorio.com/mod/VehicleSnap>

<https://mods.factorio.com/mod/WaterSpitters>

<https://mods.factorio.com/mod/module-requestor>

<https://mods.factorio.com/mod/VersepellesAquaFarm015>

<https://mods.factorio.com/mods/Sacredd/necromant>

<https://togos.github.io/togos-example-noise-programs/>

<https://mods.factorio.com/mod/PlaceRoadsLikeRails>

<https://mods.factorio.com/mod/Rampant>

<https://mods.factorio.com/mod/RampantArsenal>