Scope

“How long can you survive”

* Mostly skill but a bit of luck
* Crashed ship is main hub
  + Store stuff
  + Mine ship for resources
  + Build robots from ship
  + Firefly class (bit smaller)
* Resources like water & food?
* Rest?

Talk to robot

* Contextual menu
  + Dialog tree
* Mine
* Patrol
* Gather resources
* Upgrade them with different parts
  + Flamethrower
  + Pick
  + Axe
* You can send robots to search for resources off screen
  + if they find something they can report back to base
    - they’ll tell you where they are but you get less information based on radio strength
* It really sucks to lose a robot
* Have a gun on your ship if you give it to your robot you lose it on your base but the gun is mobile
* You can have 20 shitty robots or a couple strong ones
* When a robot dies you get some resources but not as much as you used to create it

Game Map

* Larger than screen
* Focus on character
  + Diablo-esque
* There are other crashed ships around

Story

* An alien race that worships an older crashed ship that you’ve come to investigate