**Raw Materials**

* Hydrogen [obtained from gas giant collectors].
* Metal ore [obtained from industrialisation on terrestrial and dead planets, as well as asteroid mining operations].
* Crystal ore [obtained from industrialisation on terrestrial and dead planets, as well as asteroid mining operations].
* Food [produced on terrestrial worlds]

**Intermediate Materials**

* Fuel [produced from hydrogen].
* Computer components [produced from crystal ore]
* Metal plates [produced from metal ore]

**Finished Goods**

* Ship [made in shipyards from metal plates + computer components]
  + Corvette [low cost + resources]
  + Frigate [medium cost + resources]
  + Bulk liner [high cost + resources]
* Luxury Goods [produced from metal plates + computer components]
* Consumer Goods [produced from metal plates + computer components]

**Raw Material production**

* Terrestrial planets have an agricultural productivity level randomised between 1 and 10.
* Terrestrial and dead planets have a metallic productivity level randomised between 1 and 8.
* Terrestrial planets have a crystallic productivity level randomised between 1 and 6.
* Terrestrial planets have a metallic productivity level randomised between 1 and 4.
* Gas giants have a hydrogen productivity level randomised between 1 and 10.
* All of the planets have a quality level randomised between 1 and 100 for each available resource.
* Production of each resource per update is equal to:
  + (Production index \* development level) / 360.
* Raw material resource quality is equal to:
  + Resource quality index + (development level / 50).

**Intermediate / finished good production**

* Max amount of goods produceable per update is equal to (rounded down):
  + (Development level \* 1000) / 360.
* Produced good quality is equal to:
  + Avg. quality of consumed materials + (development level / 10).
* Raw materials consumed to produce goods are split between all possible things able to be produced, but weighted towards what is needed more.
* Amount of metal plates and computer components produced (rounded down):
  + Smaller of (max produceable goods) and (amount of stored ore)
  + Consumes an equal amount of ore to the resource produced.
* Amount of food produced:
  + Max produceable goods.
  + Does not consume anything.
* Amount of fuel produced:
  + Smaller of (max produceable goods ) and (stored hydrogen).
  + Consumes an equal amount of hydrogen as the amount of fuel produced.
* Amount of consumer and luxury goods produced (rounded down):
  + Smaller of (max produceable goods ) and ( smaller of (stored amount of components / 3) and (stored amount of metal plates / 3) ).
  + Consumes an equal amount of metal plates and components as the amount of goods produced

**Base prices**

* Food: 30
* Metal ore: 50
* Metal plates: 75
* Crystal ore: 100
* Electrical components: 125
* Hydrogen: 10
* Fuel: 20
* Consumer goods: 150
* Luxury goods: 200

**Price modifiers**

* Sdsd