# Asset Breakdown

## Space ship:

* Main module
* Cockpit
* Engine
* Turrets
* Asteroids
* Wreck parts
* Module insides
* “Space dust” particle effects
* Enemy? Or same buildparts
* Station for trade/missions/research

# Spaceship mechanics:

## Space ship is made of modules

Each module has Ports, where they connect with other modules.

Each Module has hitpoints

Each module has “locations”, like “center of room” and “at radar console”

Each module has max Player count, and player count. Like a 2 seater cockpit

Each module has a list of connected modules

Some modules have cockpit controls

Some modules have stations, like ship builder, radar, communication & engine booster

Some modules have complete gun turrets, and maybe mining turrets

Each Port is 2mx2m, so players can walk throught them if we ever get that

Each base modules inside is made of 3m\*3m\*3m voxels, add another half meter thickness for internal machines

We need at least one main modules with several ports forward, back , up, down, port and starboard  
We do expect them to be able to put them together in unexpected ways, but to reduce complexity, we do not expect them to ever turn a module. So they can be planned as unturnable blocks

## Stations inside modules

Each Station has Location, that each player sits at  
Each station has Exit option

Each station has UI Screen with relevant info or minigame

Some stations has toggles or levers etcs

## Ship in total has

Metal storage, current & max (Mined from asteroids & wrecks, used for builds, repairs & bullets)

Energy storage, current & max (slowly increase by itself, used for shields,guns,propulsion)

A list of modules connected to ship

Metal fatigue(increases during hard manoeuvres, and damages ship modules)

Inventory of Rares & special resources

Tech unlock list

Accepted Missions List