The character lands on an unknown planet and needs to repair his ship.

In order to repair it he needs resources which is includes:

* mining (lets assume he has a smelter on the ship or some machine that takes in raw material and spits out parts, like screws and such (like a 3D printer I guess))
  + different things to mine, iron, coal, idonno
* wood (for cooking)

But in order to mine he needs to survive and he had to empty his food & water to lose weight so he could land with minimal damage. So he also has to scavenge for food. This includes

* plants
* animals (with ai, and you have to fight it? or just kill it)

Some parts or materials may not be available on their planet so they have to trade on the trading exchange network. It works because in their time they can instantly teleport non organic materials and not organic because to rebuild the organic structure upon receiving is too complex at the time. He has this set up on his ship.

On his ship he has tools and those are the only things that can be traded in the network as everything else is needed

Once he gets enough resources to fix his ship he can fly back to where ever he came from, signals the end of the game.

item tree (inheritance tree) (“is a” relationship)

* Item
  + Consumable
    - Food
      * Meat
      * Water
      * Fruit
    - Material (used to build tools, weapons or ship parts)
      * Metal (let’s come up with a wacky name for this one)
  + Reusable
    - Tool
      * utility (to get food, whatever they are called)
        + meat knife
        + water bucket
        + water container
        + storage
      * mining tools
        + pickaxe
        + different extractors
    - Weapon
      * different weapons
    - Ship part (a part can be both essential and an enhancement)
      * Essentials
        + Needed to complete the game
      * Enhancements
        + Have some kind of effects on the game play