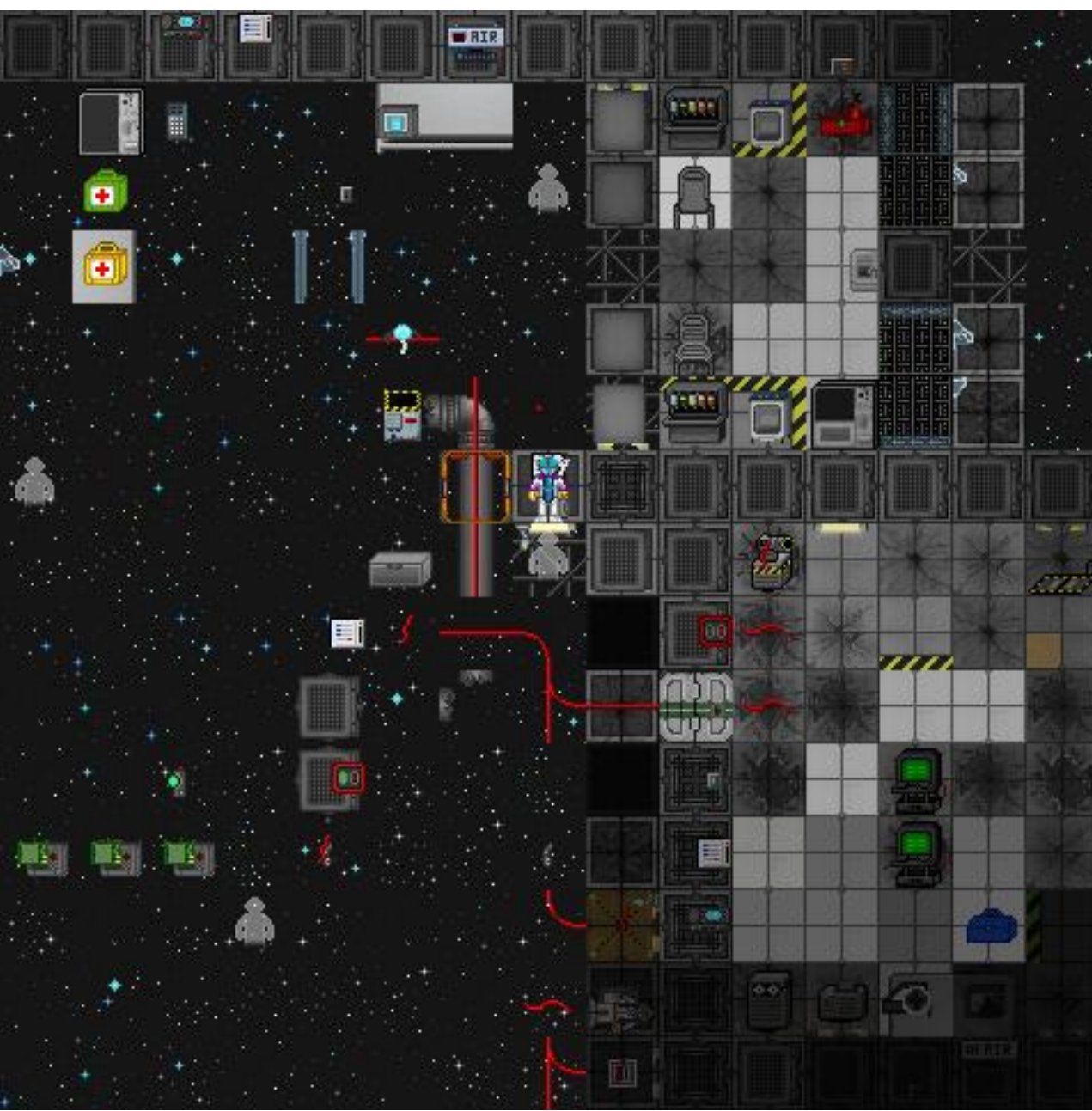
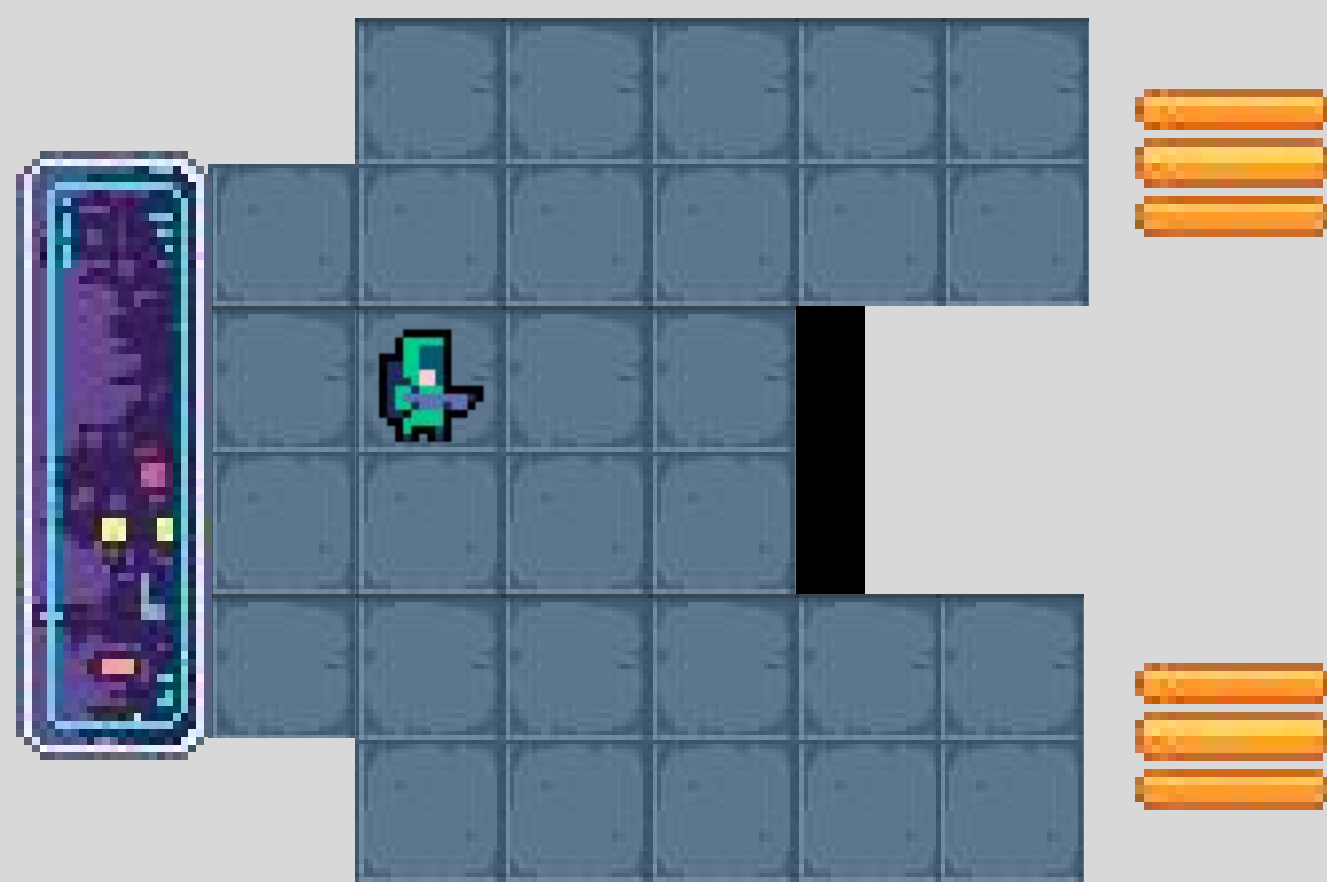


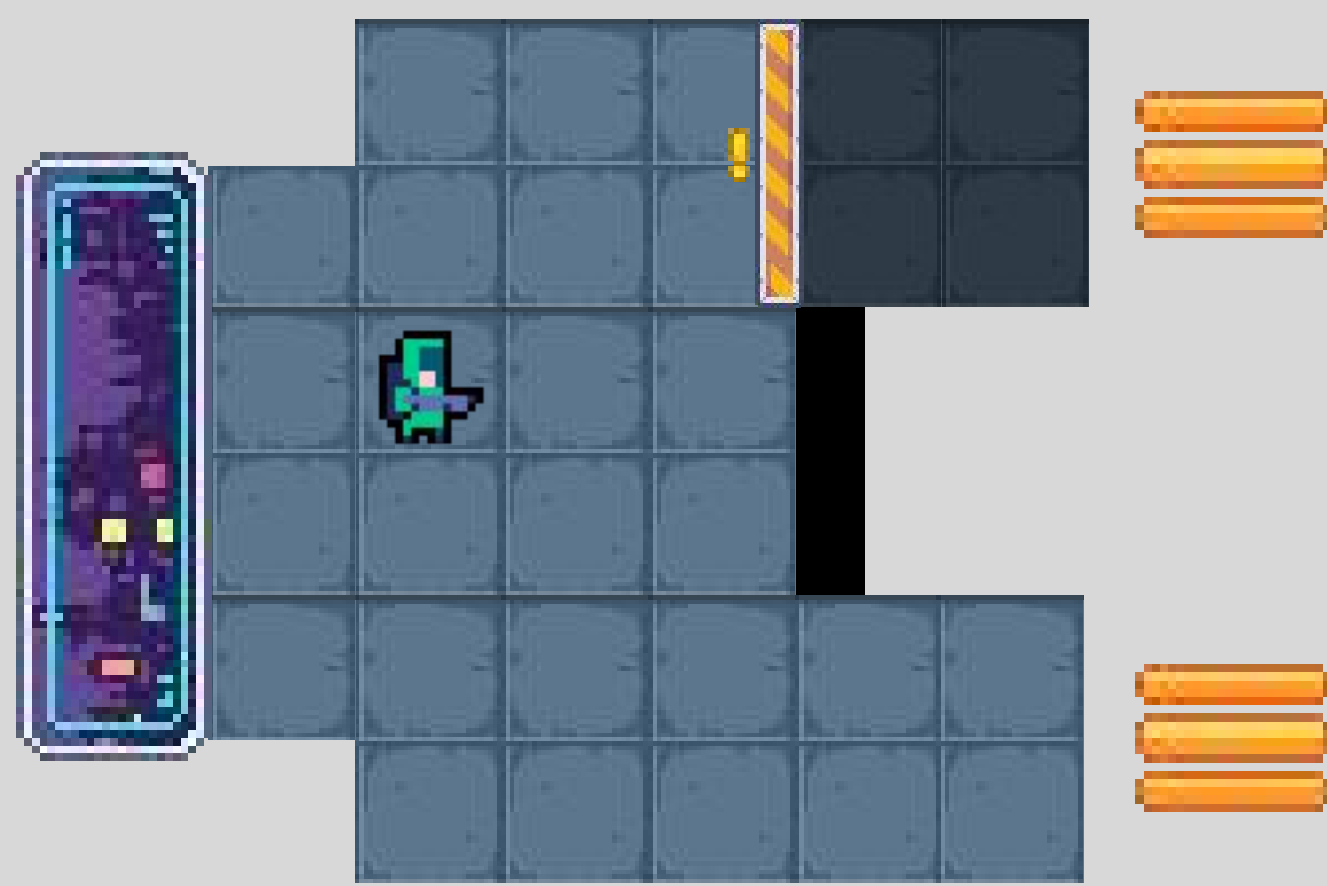
Inspiratie 'Space Station 13'



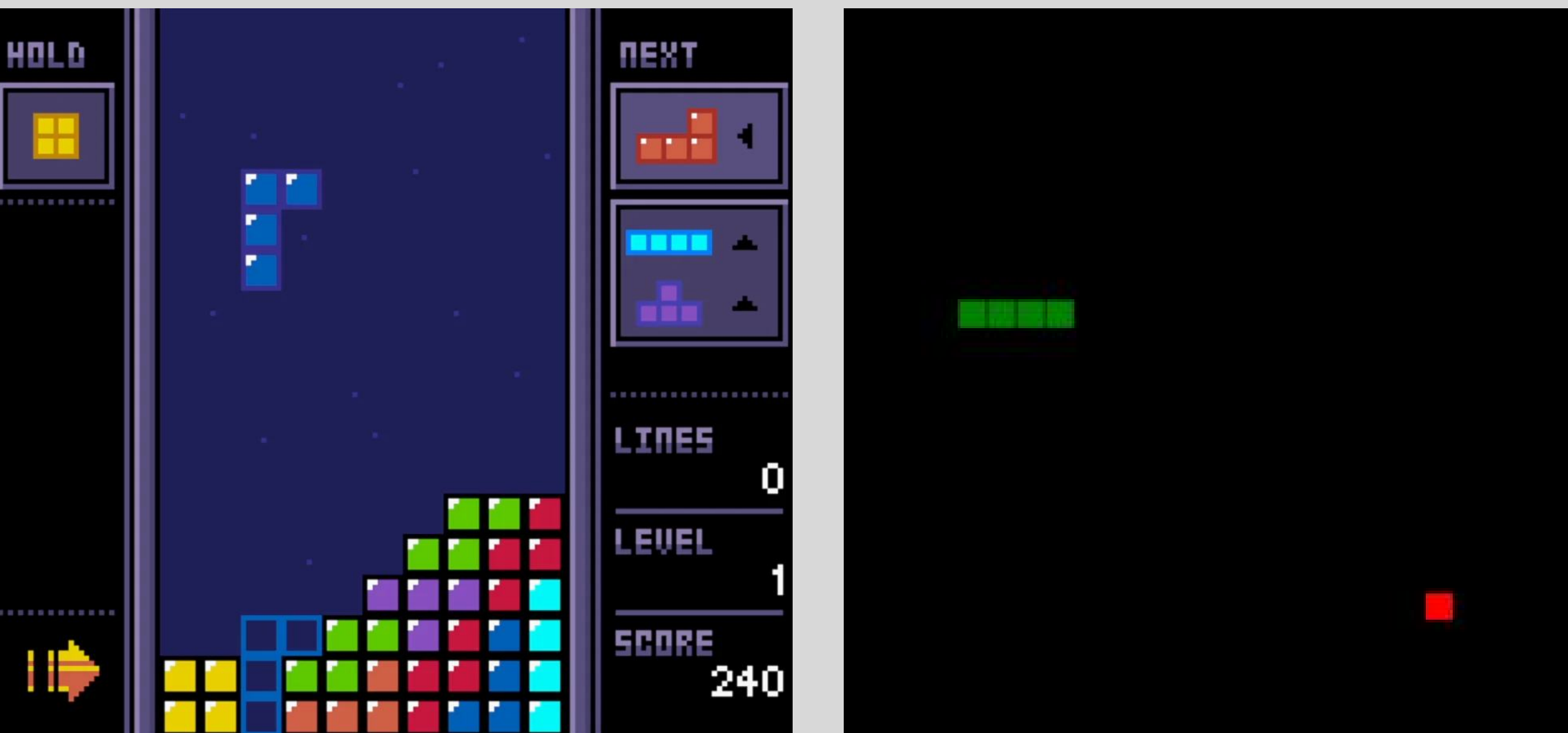
Ruimteschip interieur basics



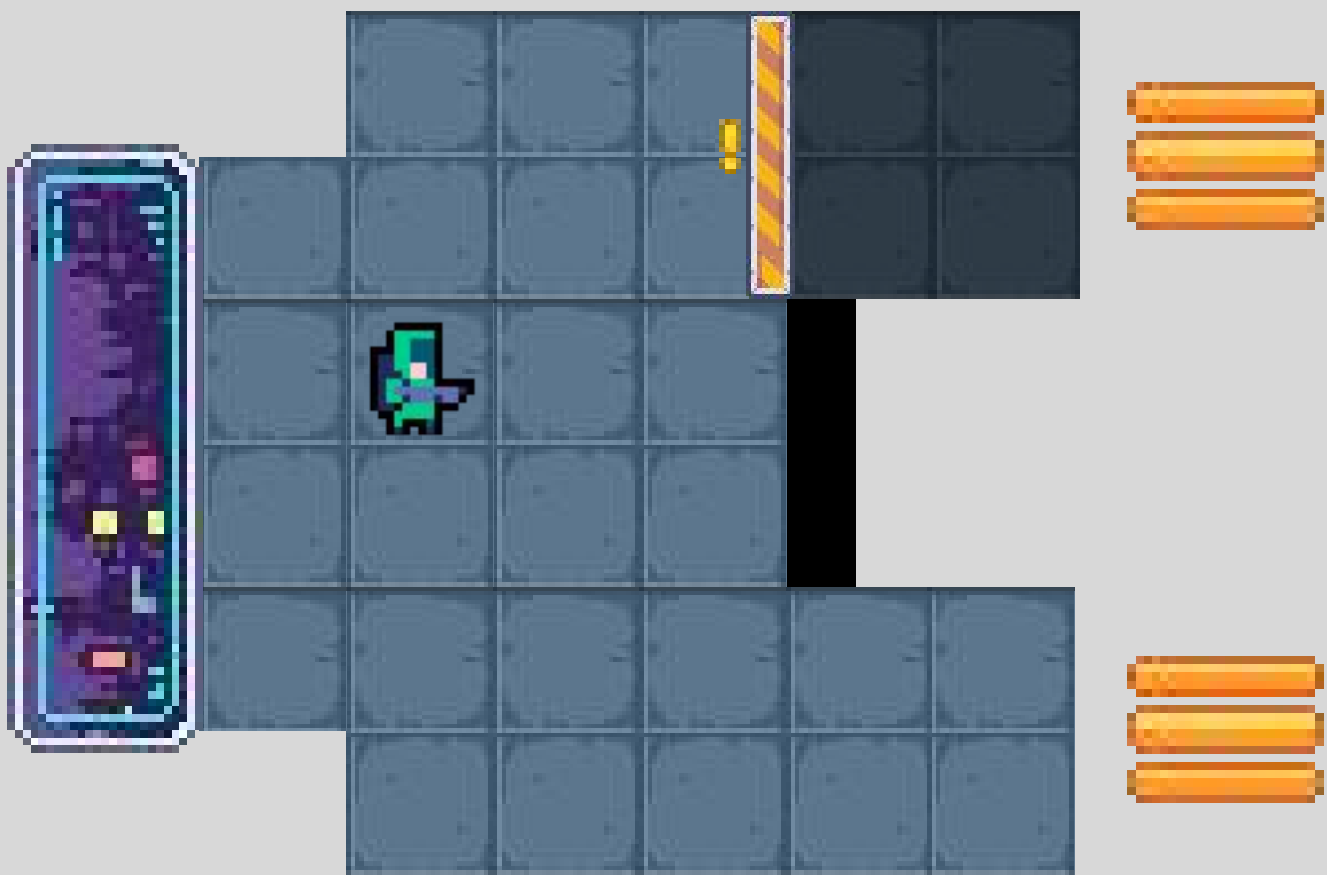
Ruimteschip unlockable area's concept



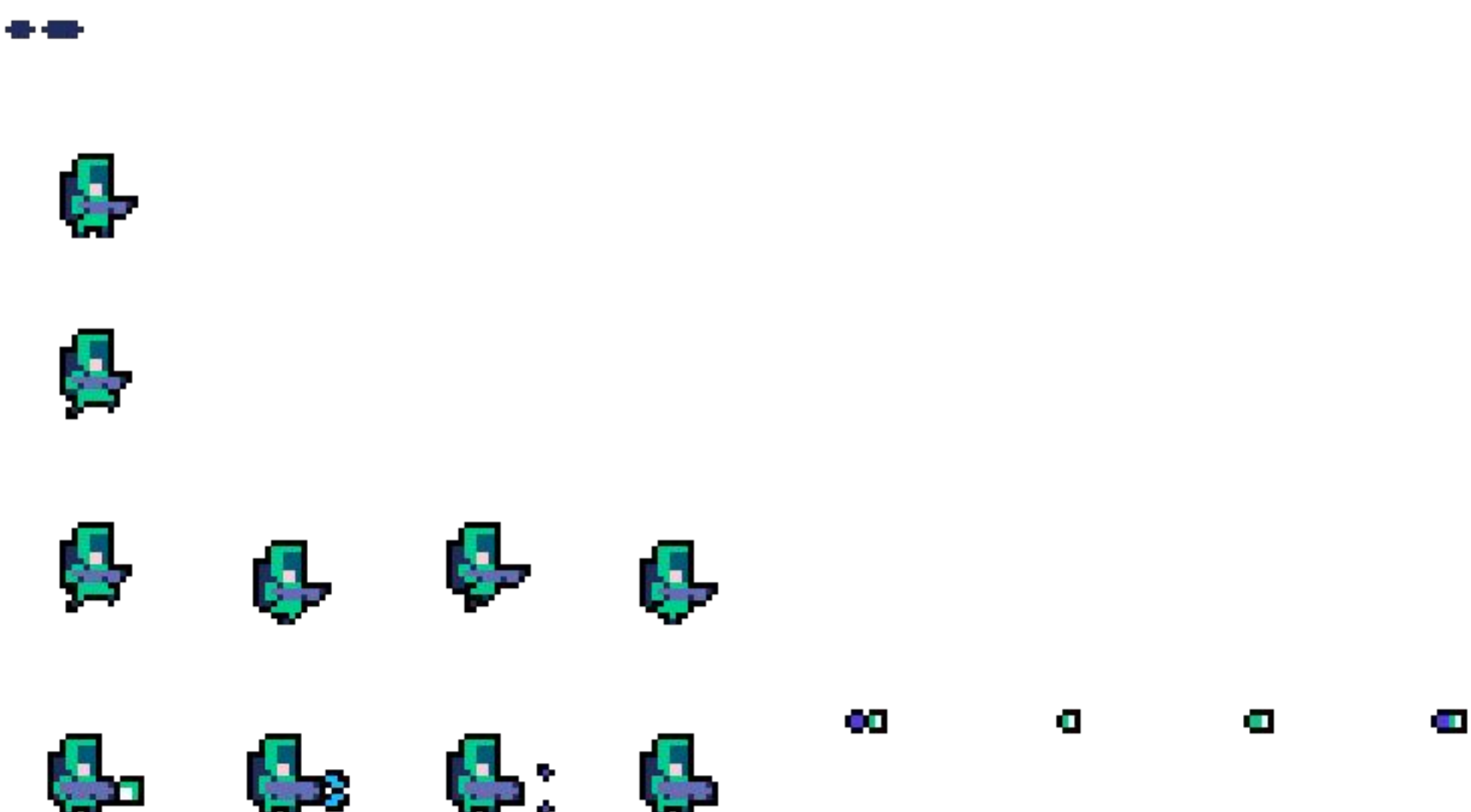
Minigames om area te unlocken



Game UI basics



"scrap" zijn punten die de speler verdient door het spelen van mini-game quests, deze kunnen gebruikt worden om het schip te upgraden en het schip in stand te houden.

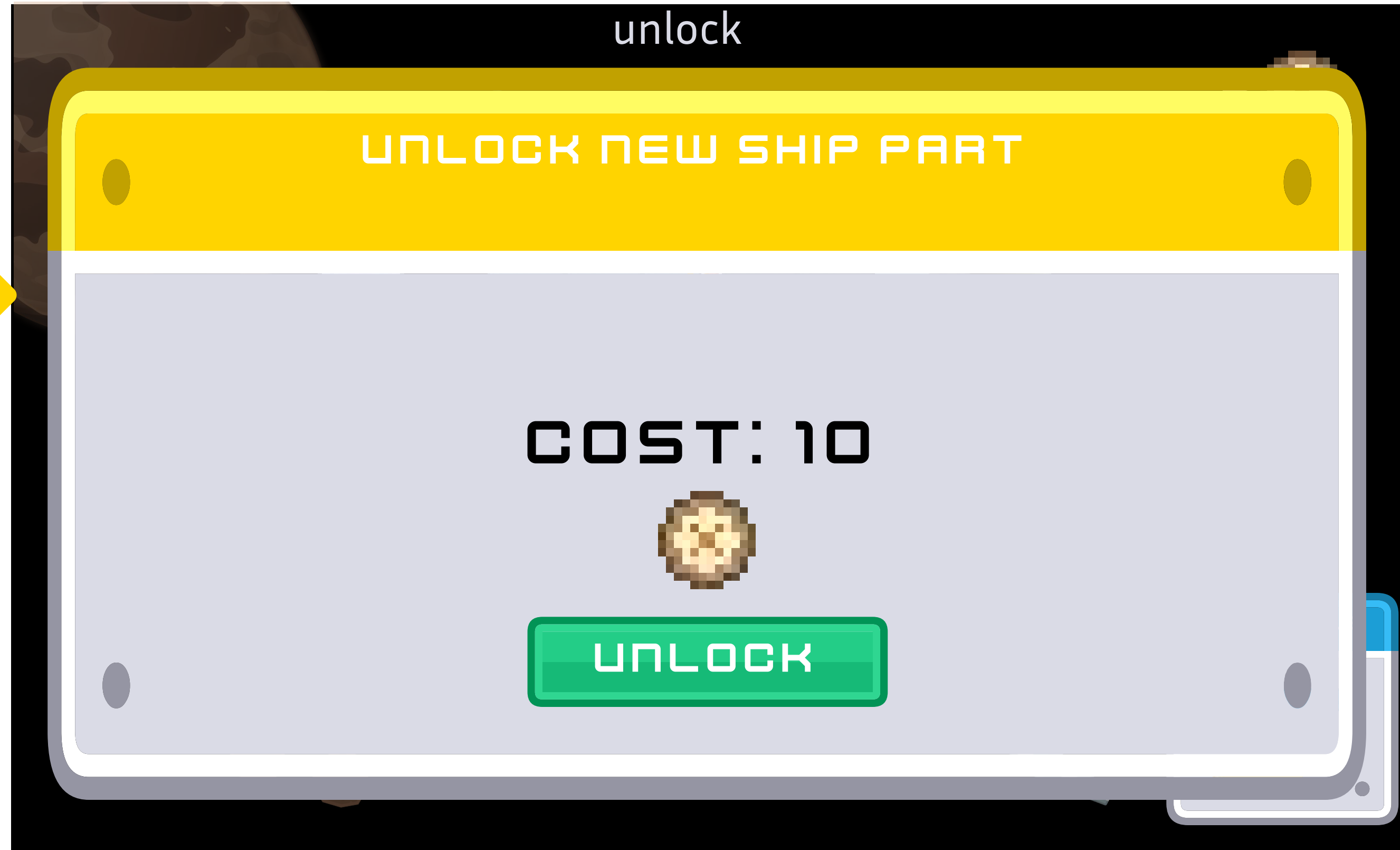
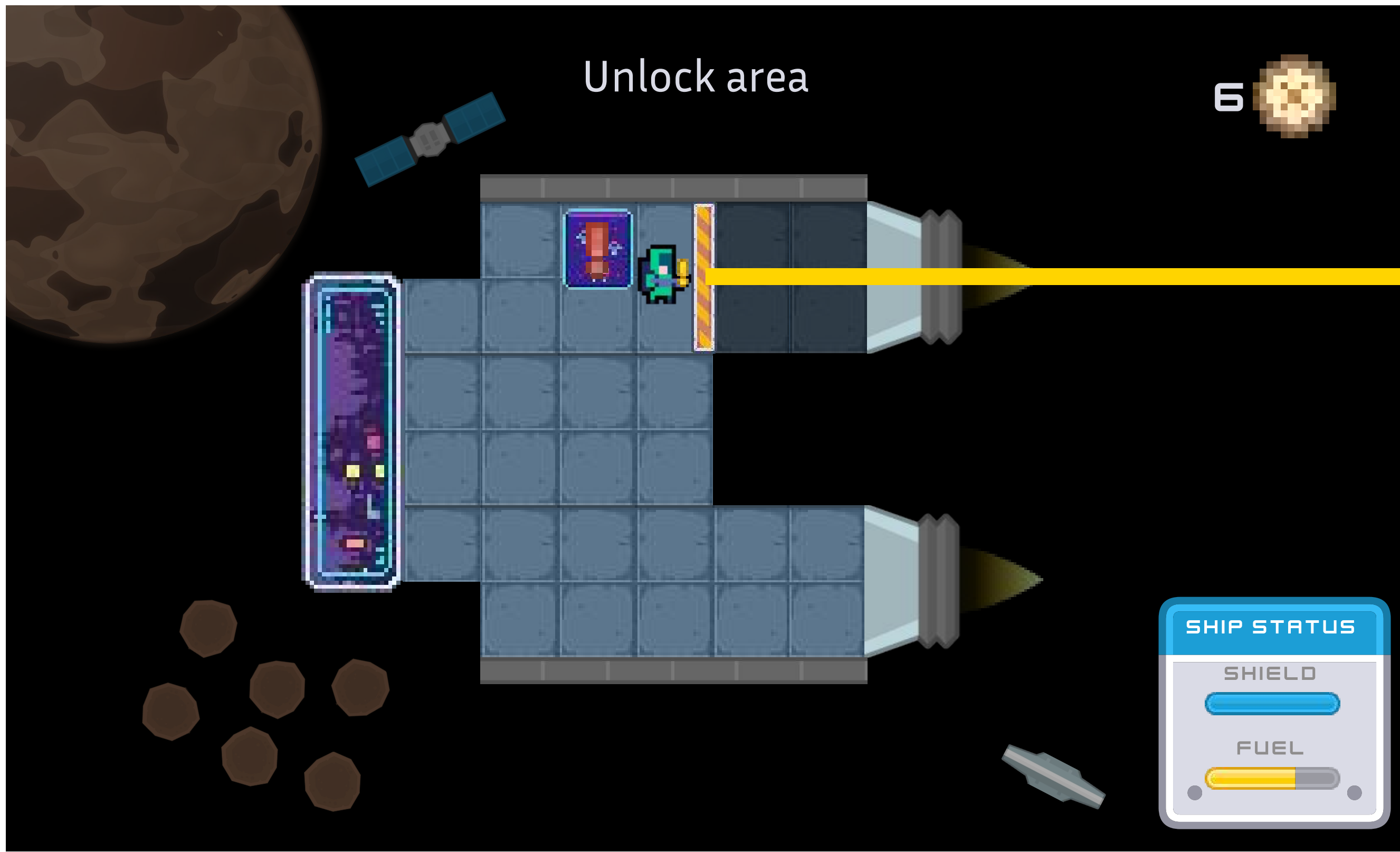
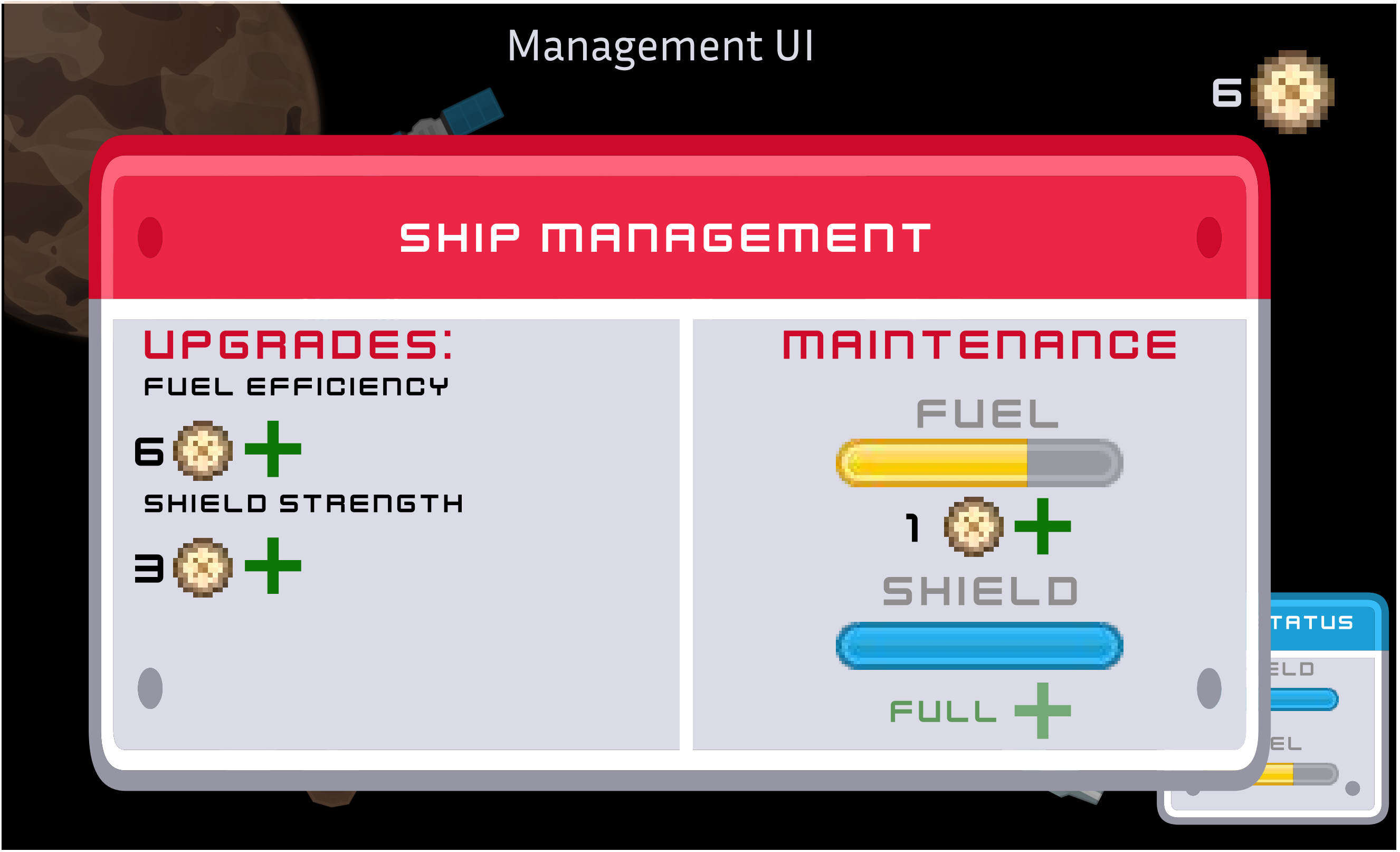
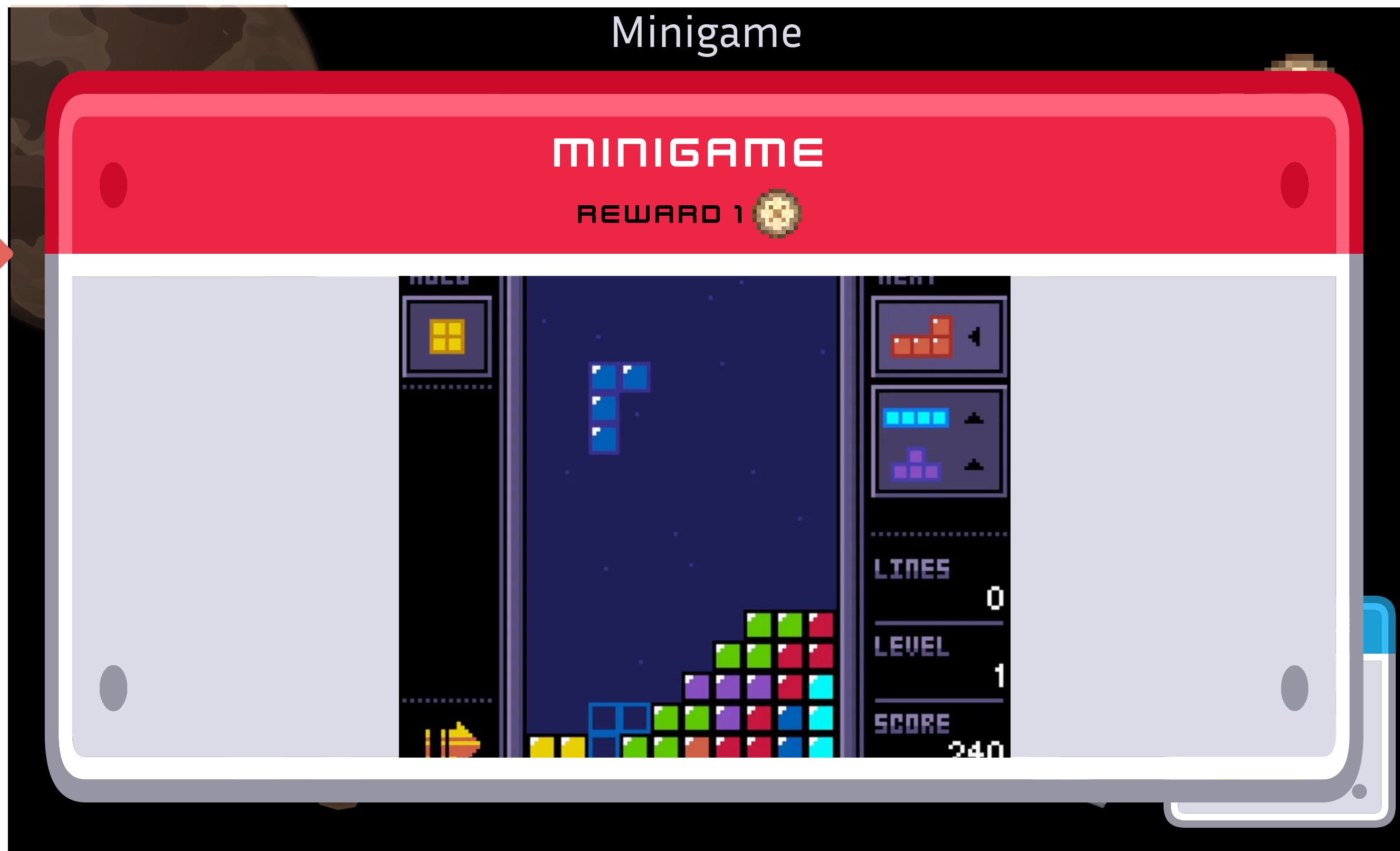
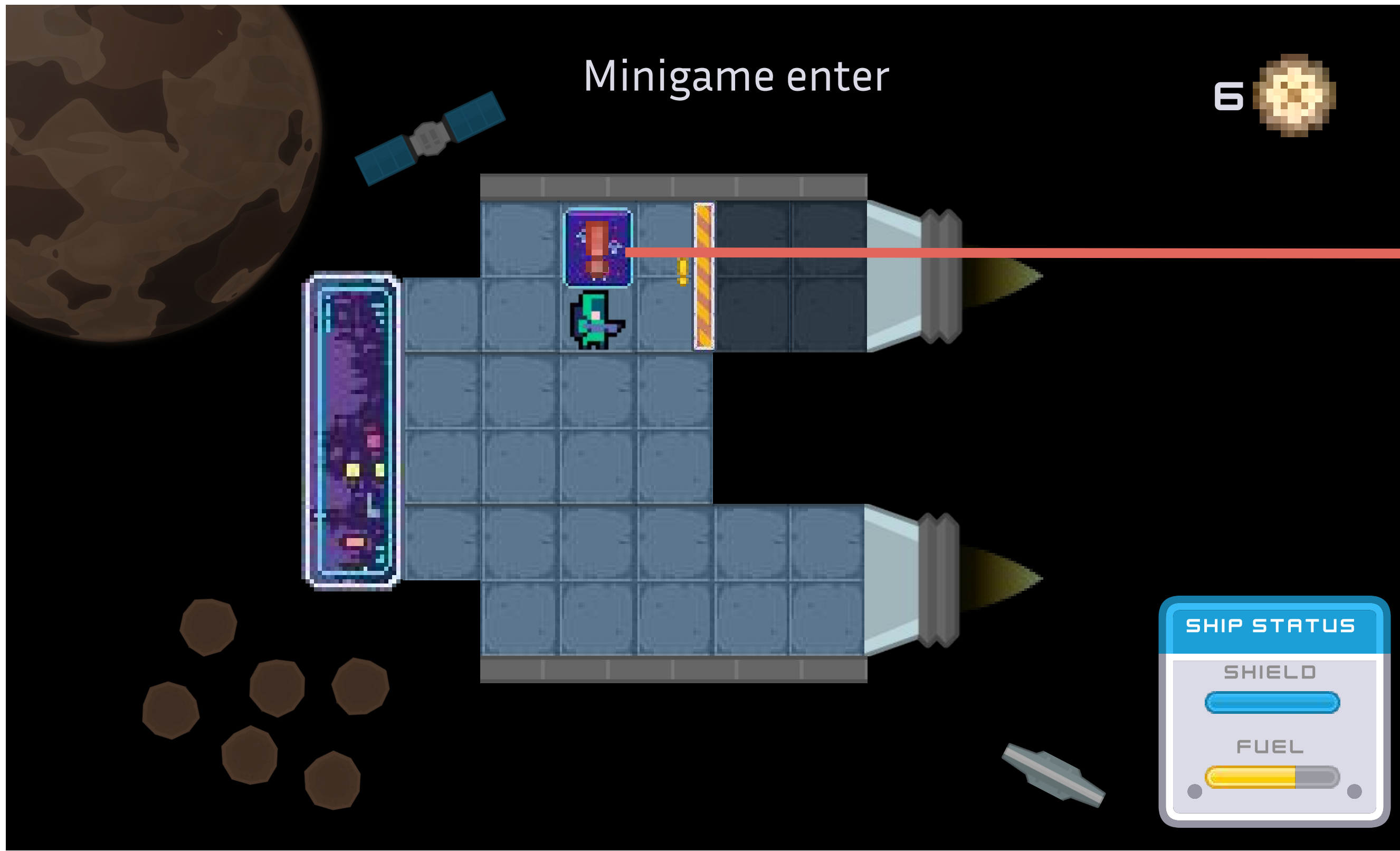
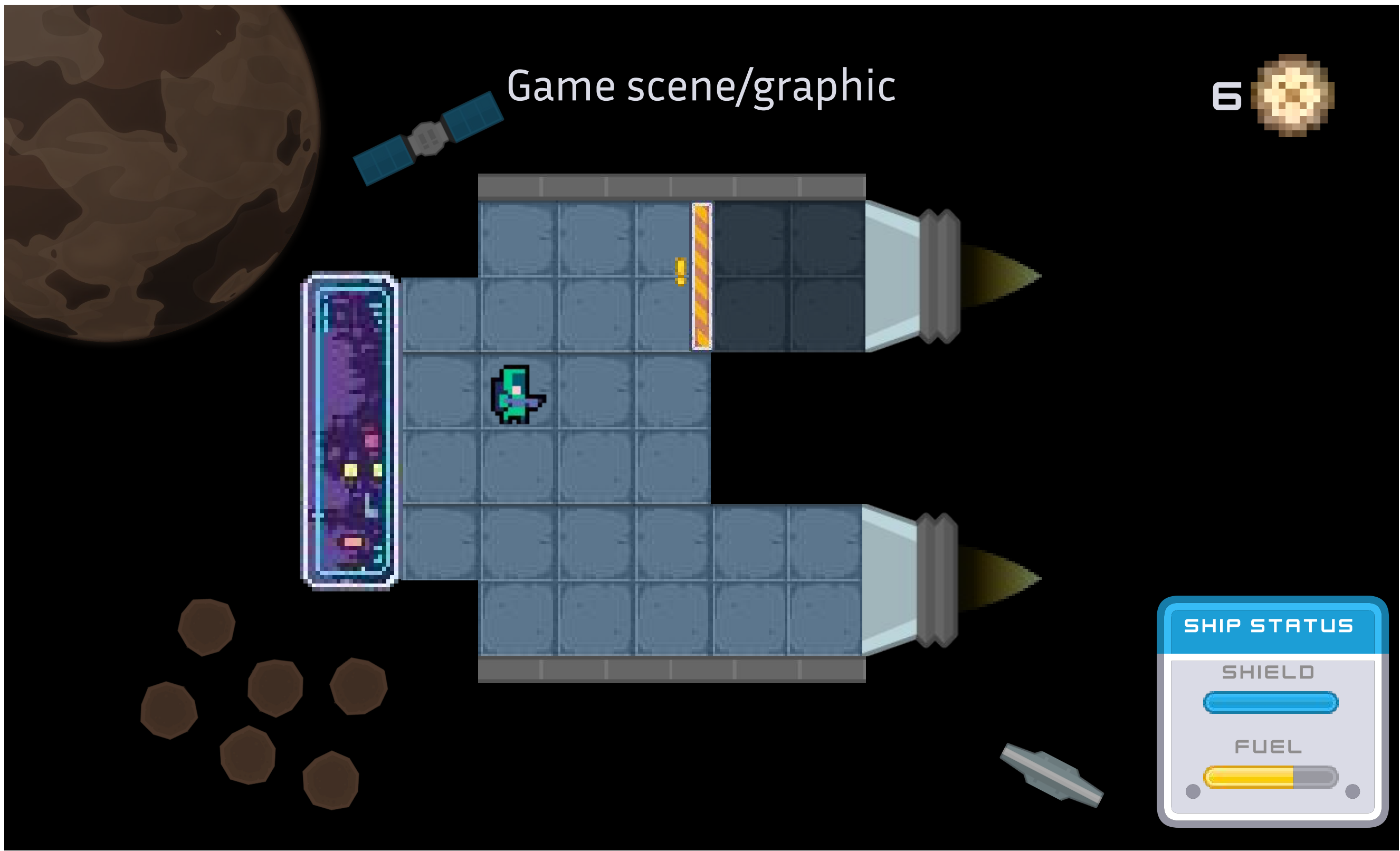
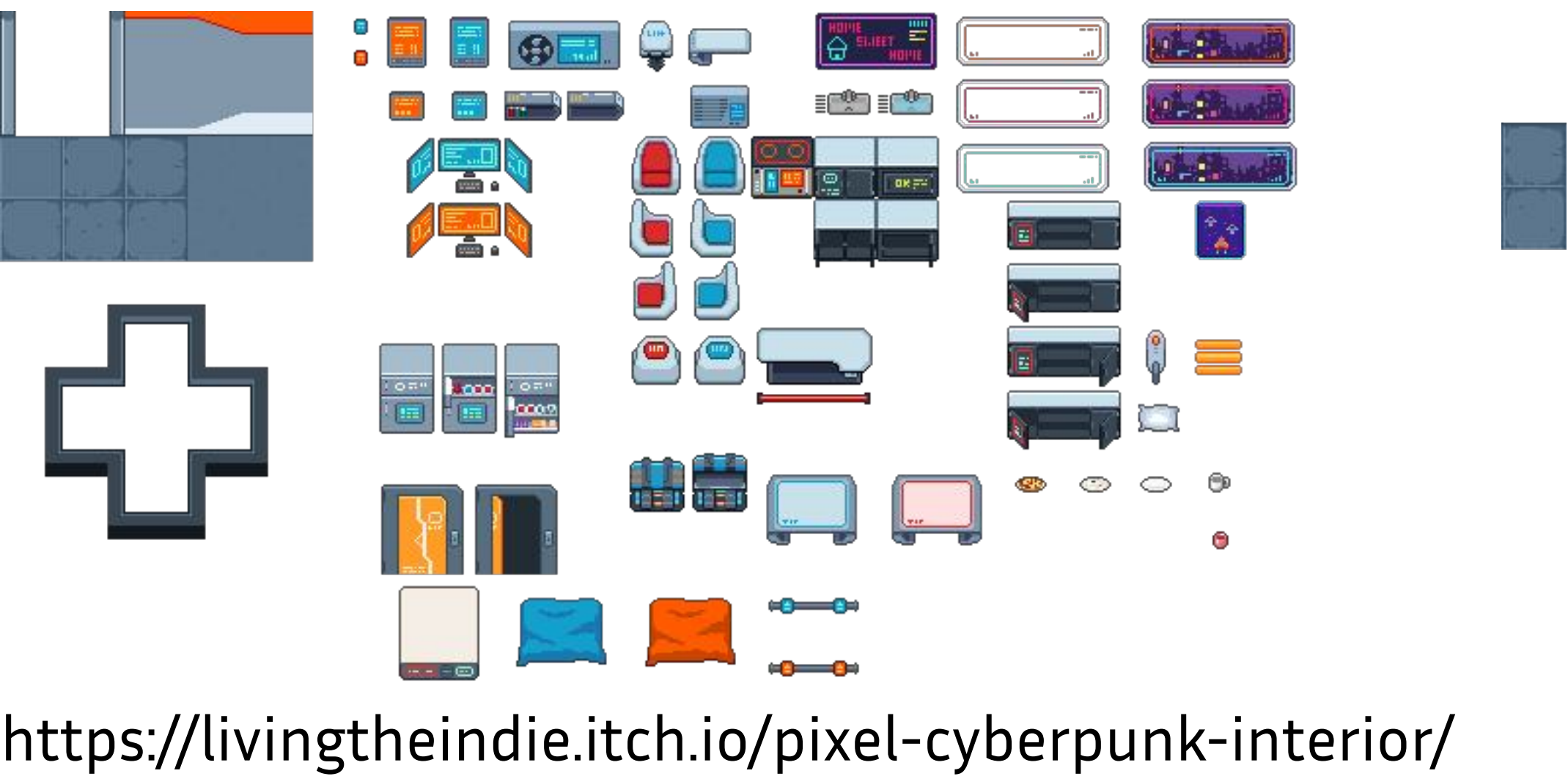
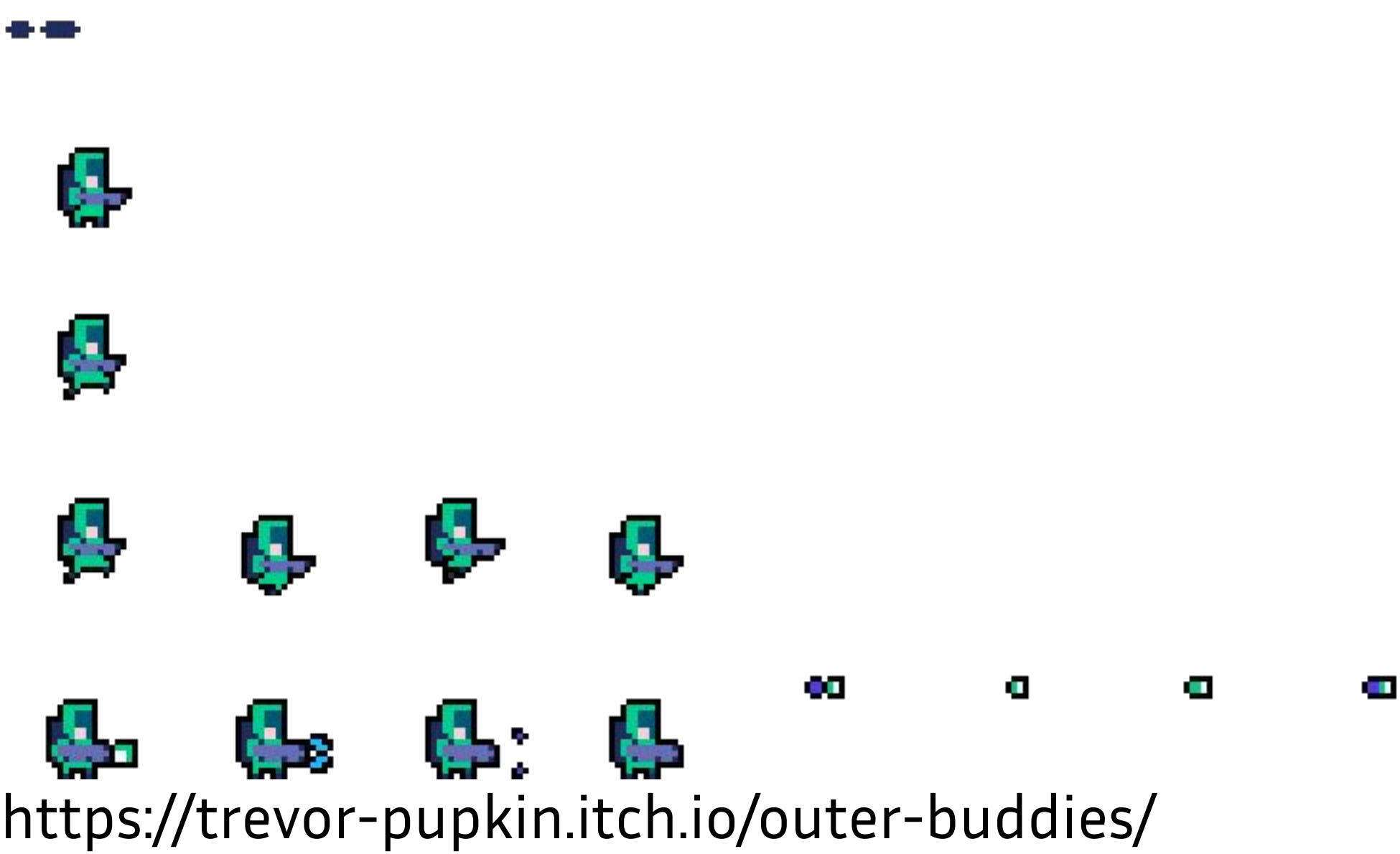
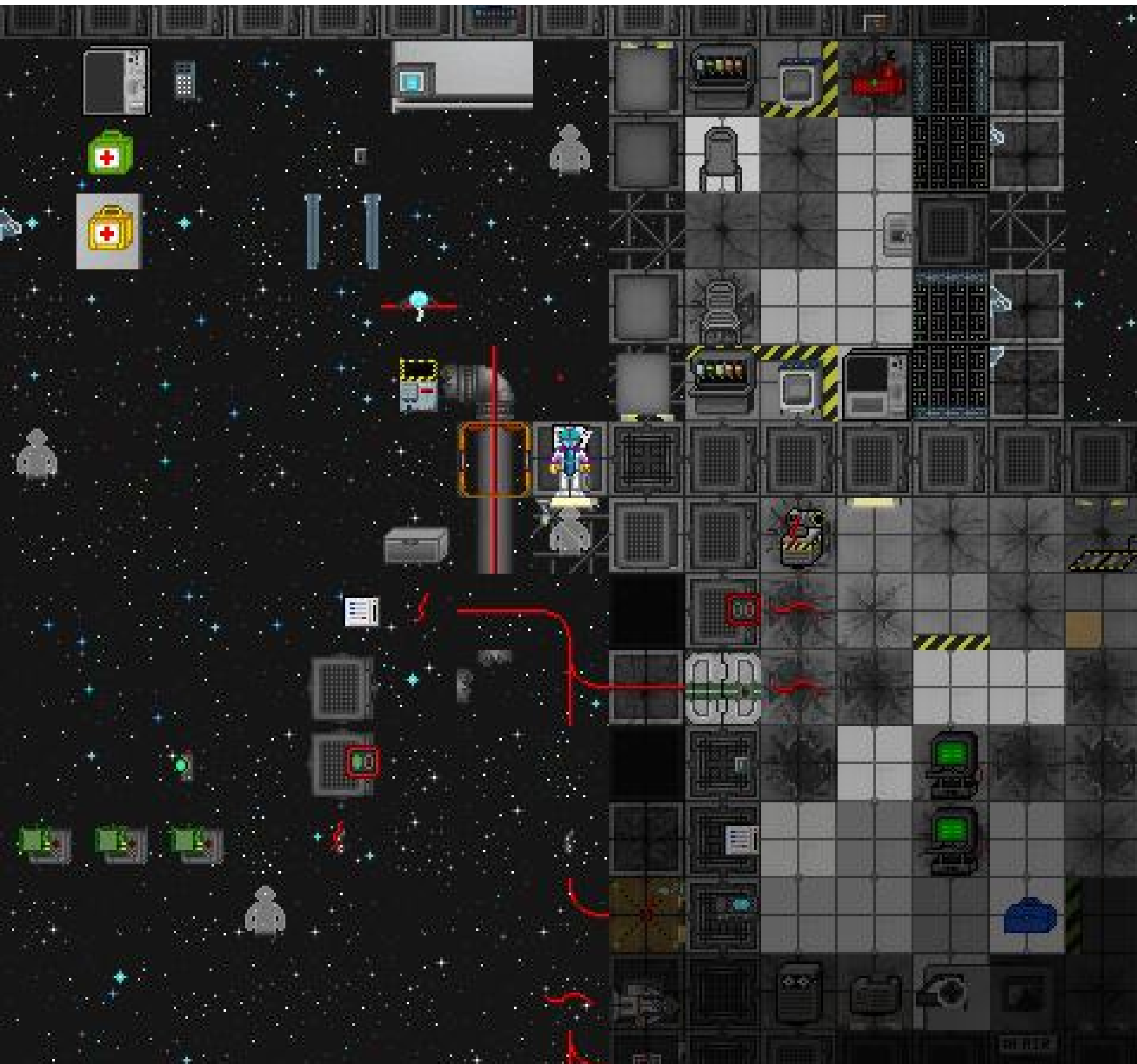


<https://trevor-pupkin.itch.io/outer-buddies/>



<https://livingtheindie.itch.io/pixel-cyberpunk-interior/>

Inspiratie 'Space Station 13'



Nieuwe areas hebben betere minigames die meer 'scrap' geven, ook is er kans dat er verborgen kisten zitten in de nieuwe areas.

