

Tab 1

Terrain mineral references :

This is a list of minerals that are most commonly found in their respective biomes (for a Terran Planet), and should give a good foundation as to what the player might expect to see blocking their path, and the overall colour of the biome itself!

Of course it must be noted that the composition of the biomes below is based on Earth's biome compositions, as such they are not a definite 'what you'll find', as you may find more iron-based minerals appearing on an iron-rich planet, or more silica-based minerals on a silica-rich planet, etc. etc.

The first image is just for colour, the second image is for shape.

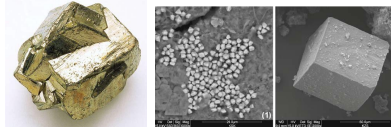
[Note : Anything highlighted in **Yellow** is WIP, anything in **Green** is done and ready to go into the game.]

[Note : If something has a strikethrough, this means it has already been put into the game.]

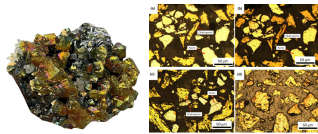
Hydrothermal Vent :

The primary terrain colour is yellow, and the primary terrain shapes are jagged squares.

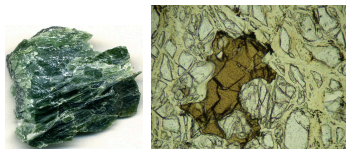
* **Pyrite** — Yellowy, similar to Gold. Squares, a lot of squares.



* **Chalcopyrite** — Brass to Gold colours, very reflective, giving off blue and purple shines. Very jagged but still square-like shapes, sometimes globular.



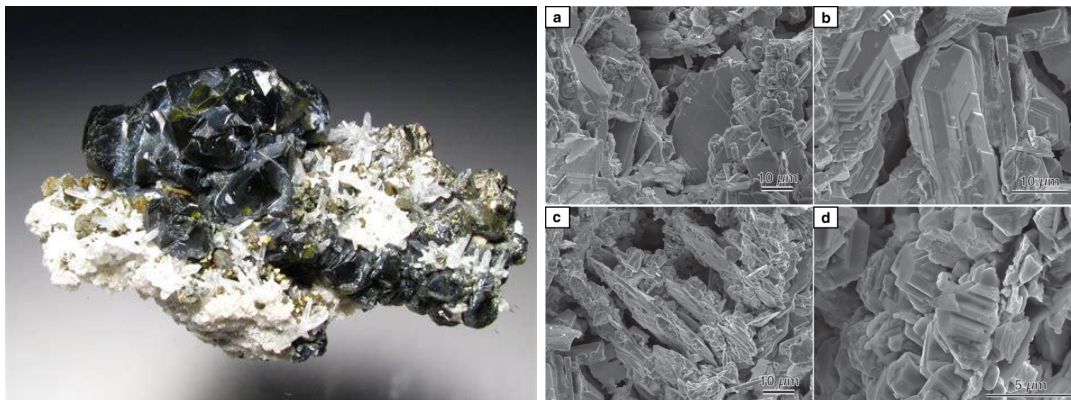
* **Serpentinite** — Green with hints of greys and blacks. Jagged clumps.



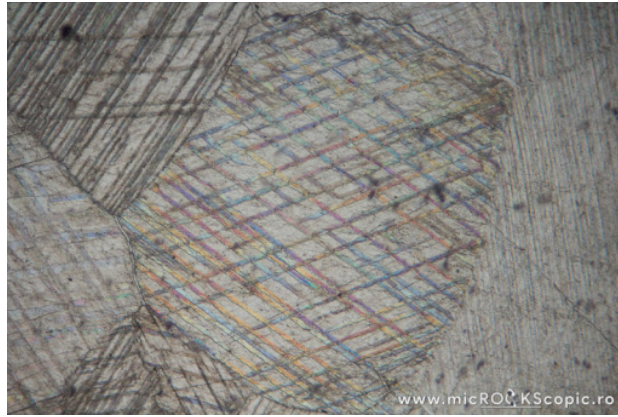
* **Barite** - White/Colourless, occasional oranges. Very, very jagged, flat crystals.



* **Sphalerite** - Black and silvers. Uniform rectangular - Flat



* **Calcite** - Yellowy white, occasional oranges. Neatly 'woven'/layered chunks.



[***Needs adding***]

* **Quartz** - Colourless, reflective. Clumped geometric shapes.

Sea Floor :

The primary terrain colour sits in the Black - White colour range, and the primary terrain shapes are jagged shards.

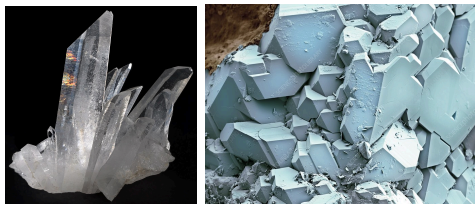
* **Basalt** - Black with speckles of white. Long, jagged rectangles, loosely clumped together with smaller chunks.



* **Gabbro** - Greys, white and occasional reddy colours. Large chunks, with smaller jagged shards and chunks in between.



* ~~**Quartz** - Colourless, reflective. Clumped geometric shapes.~~



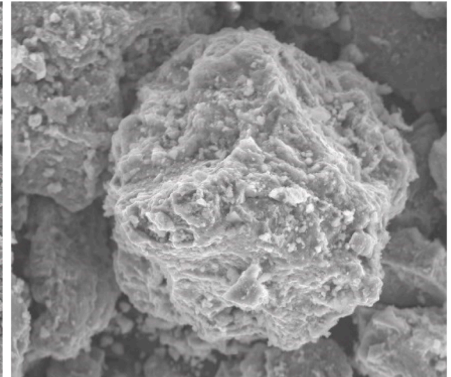
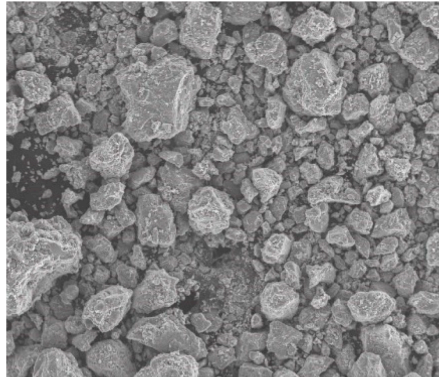
[Needs adding]

* **Clays** - Colour greatly depends on surrounding soil/rock composition, from greys to oranges, browns to white. Flat, layered chunks with occasional globular chunks.

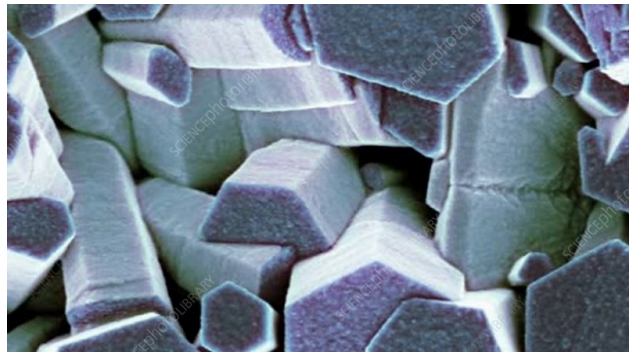
Absyssopelagic :

The primary terrain colour is Grey, and the primary terrain shapes are clumpy.

* **Polymetallic Nodules** - Mineral concretions, usually consisting of Nickel, Copper Manganese or Iron. Clumpy and bubbly.



* **Zinc Oxide** - White. Long, tightly packed, hexagonal chunks.



[Needs adding]

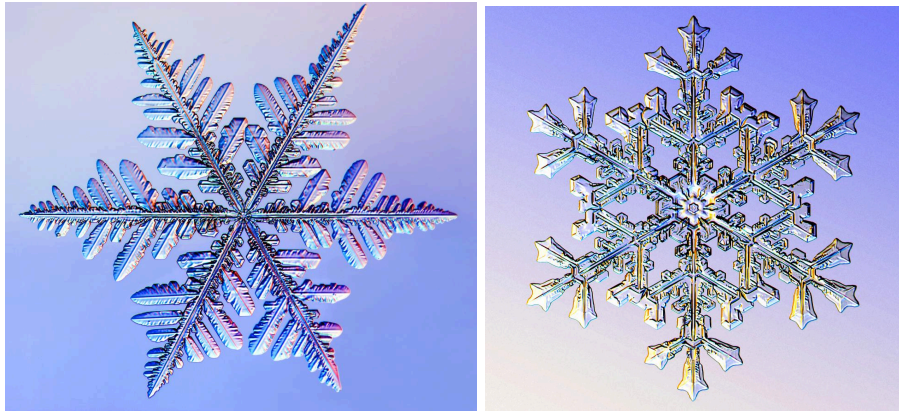
* **Quartz** - Colourless, reflective. Clumped geometric shapes.

* **Clays** - Colour greatly depends on surrounding soil/rock composition, from greys to oranges, browns to white. Flat, layered chunks with occasional globular chunks.

Ice Shelf :

The primary terrain colour is White/Blue, and the primary terrain shapes are fractals.

* **Snowflakes** - Transparent, with a white-ish blue tint. Fractaling pattern, most commonly penta-radial and up.



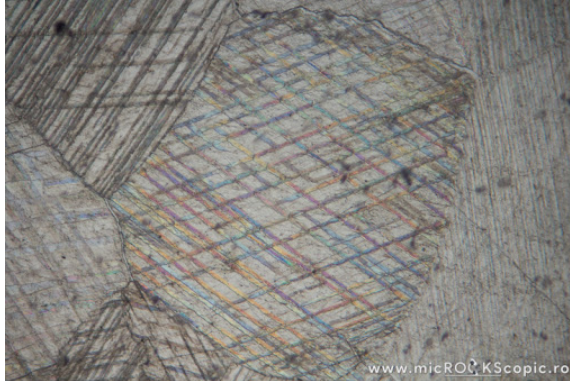
* **Ice Crystals** - Transparent, with a white-ish blue tint. Jagged to flat hexagonal shapes, wildly clumping together and less uniform than snowflakes.



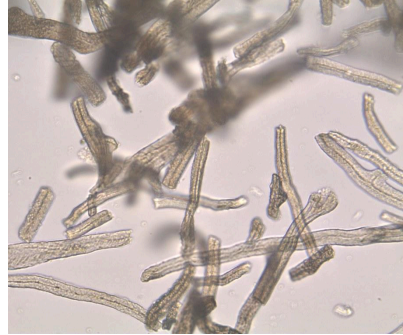
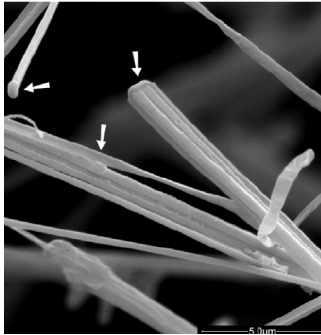
Underwater Cave :

The primary terrain colour is White, and the primary terrain shapes are woven, stringy shapes.

* **Calcite** - Yellowy white, occasional oranges. Neatly 'woven'/layered chunks.



* **Moonmilk** - Creamy white. Very long, stringy chunks, lightly interwoven.



* **Basalt** - Black with speckles of white. Long, jagged rectangles, loosely clumped together with smaller chunks.



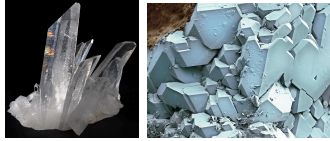
* **Feldspar** - Browny white. Clumps of large, jagged shards.



Coastal Shelf :

The primary terrain colour is Orange - White, and the primary terrain shapes are geometric to globular.

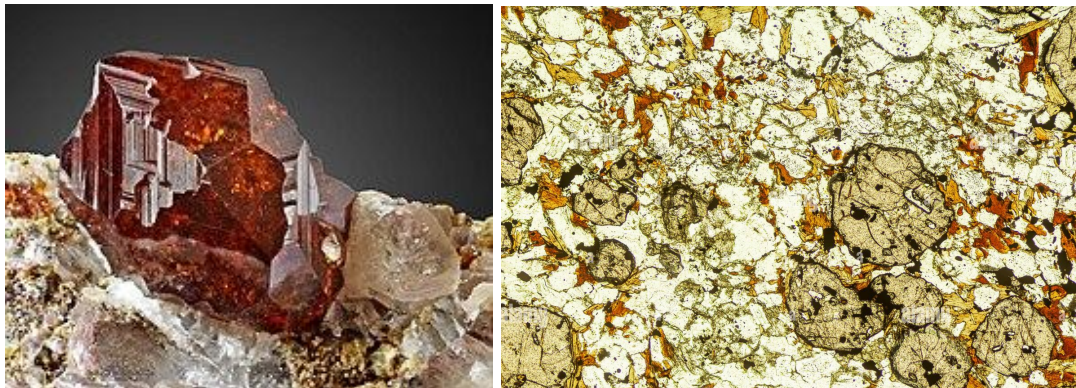
* **Quartz** - Colourless, reflective. Clumped geometric shapes.



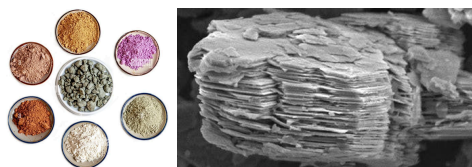
* **Granite** - White to orange with black speckles throughout. Effectively as you see it in real life, very clumpy and random.



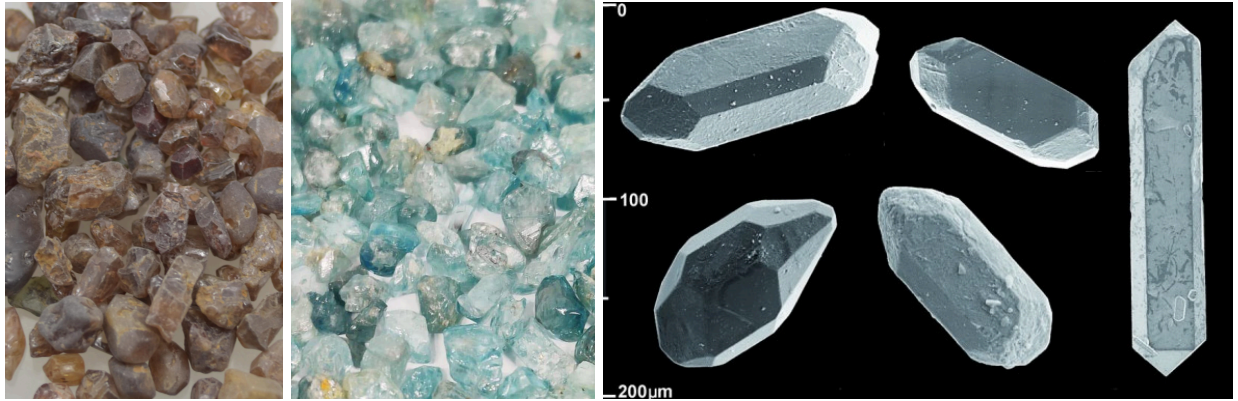
* **Garnet** - Orange to red, transparent. Large, globular chunks clumped together with smaller chunks in varying shapes.



* **Clays** - Colour greatly depends on surrounding soil/rock composition, from greys to oranges, browns to white. Flat, layered chunks with occasional globular chunks.



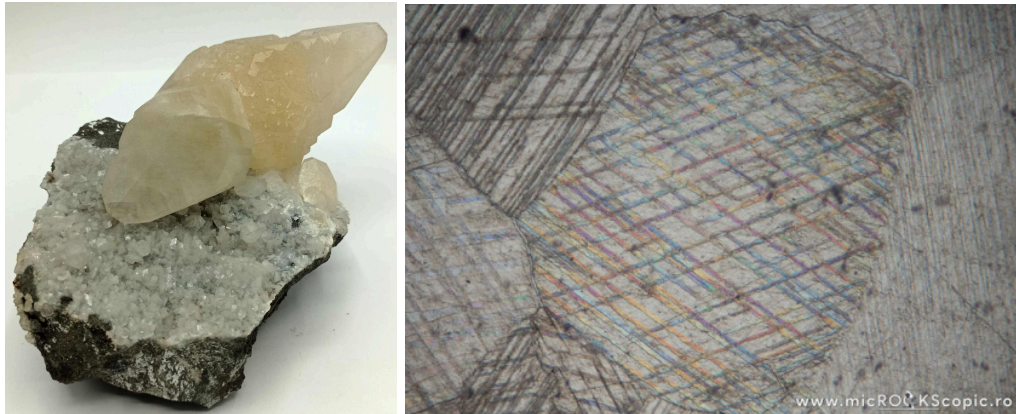
* **Zircon** - Colours vary even more than clay, ranging from Blue, to red, green, brown and colourless. Transparent also. Large geometric or rounded crystals.



* **Halite** - White, transparent. Can include occasional colours speckled throughout, from purples, to reds, greens and grey. Clumped 'squares'.



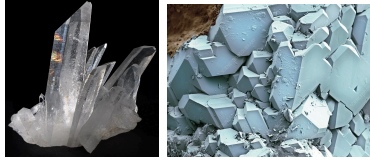
* **Calcite** - Yellowy white, occasional oranges. Neatly 'woven'/layered chunks.



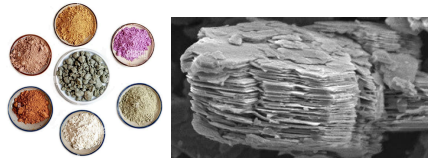
Tide Pool :

The primary terrain colour is Orange/Brown, and the primary terrain shapes are geometric.

* **Quartz** - Colourless, reflective. Clumped geometric shapes.



* **Clays** - Colour greatly depends on surrounding soil/rock composition, from greys to oranges, browns to white. Flat, layered chunks with occasional globular chunks.



* **Halite** - White, transparent. Can include occasional colours speckled throughout, from purples, to reds, greens and grey. Clumped 'squares'.



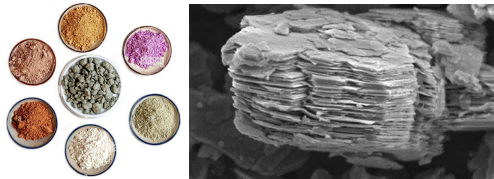
* **Granite** - White to orange with black speckles throughout. Effectively as you see it in real life, very clumpy and random.



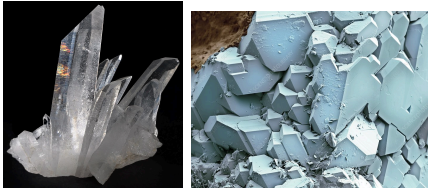
Estuary :

The primary terrain colour is Brown, and the primary terrain shapes are geometric.

* **Clays** - Colour greatly depends on surrounding soil/rock composition, from greys to oranges, browns to white. Flat, layered chunks with occasional globular chunks.



* **Quartz** - Colourless, reflective. Clumped geometric shapes.



* **Feldspar** - Brownish white. Clumps of large, jagged shards.

