

KEY ALLIES



IdeasProvisionales
ESA
Roscosmos
JAXA

KEY ACTIVITIES



- Research the topic.
Learning paths.
- Conduct market research.
- Develop mini-games.
- Incorporate AI for
storyline creation.
- Promote the game.

KEY RESOURCES



- NADA information
- Als APIs.
- Pygame
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VALUE PROPOSALS



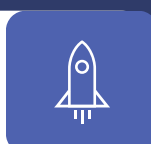
- Provide real information
about planets and
satellites like Titan
indirectly through a
video game.
- Utilize Artificial
Intelligence to enhance
the gaming experience
and replayability, further
fostering knowledge
about these celestial
bodies.

RELATION WITH CLIENT



Dedicate.

CHANNELS



Internet, NASA Space apps
website.

CLIENT SEGMENTS



- Children aged 10 to 15:
Those in the learning stage.
- Astronomy enthusiasts.

COSTS

Development costs (Human resources)
Hardware costs (Computers, internet)



INCOMES

NASA

