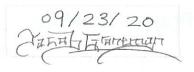
Project Design Document



Project Concept

1 Player Control	You control a Telescope where Mouse and keys	in this Simulation game makes the player Navigate the night sky	
2 Basic Gameplay	During the game, from Celestial Objects appear The night Sky and the goal of the game is to find, record, Observe, Study, reseach found Objs.		
3 Sound & Effects	There will be sound effects navigating the sky, Viewing found objects, Sending Probes. [optional] There will also be minor telescore noises, ambient music, If chosen.		
4 Gameplay Mechanics	As the game progresses, making them Objects are found available for research and travel [optional] There will also be Satillite Programs and User Catalogges, Colonization, etc.		
5 User Interface	The will Catalouse Walate At the start of the game, the titl Unania will a	a die discovered	

6 Other Features researched objects that are probed can be ascessed visually and seen. You can coloniae lateness, and witness rare events. Some nights the sky will be closely and viewly will be compossible. Viewly is based on the real location weather.

Project Timeline

Milestone #1	Description basic asset design and Setup, Main View	Due fending -10/10/20
#2	telescope & tob! Setup. Scripts(main)	10/24/20
#3	Background Ulocking Scripts, Cota louge mechs!	11/7/20
#4	begin assetlook, UI design, Titles, screens	-11/28/20
#5	Sounds effects, Social Prompts, occurances	~ 12/19/20
Backlog	VR deveropment, different telescopes, Social prompts,	- end of semesters

Project Sketch

