2016 SpaceApps Challenge: Book it to the Moon !!!

Team: SpaceBuddies

esa business incubation centre Noordwijk

NASA SPACE APPS CHALLENGE

NASA

Aim:

Education

Learning

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Education

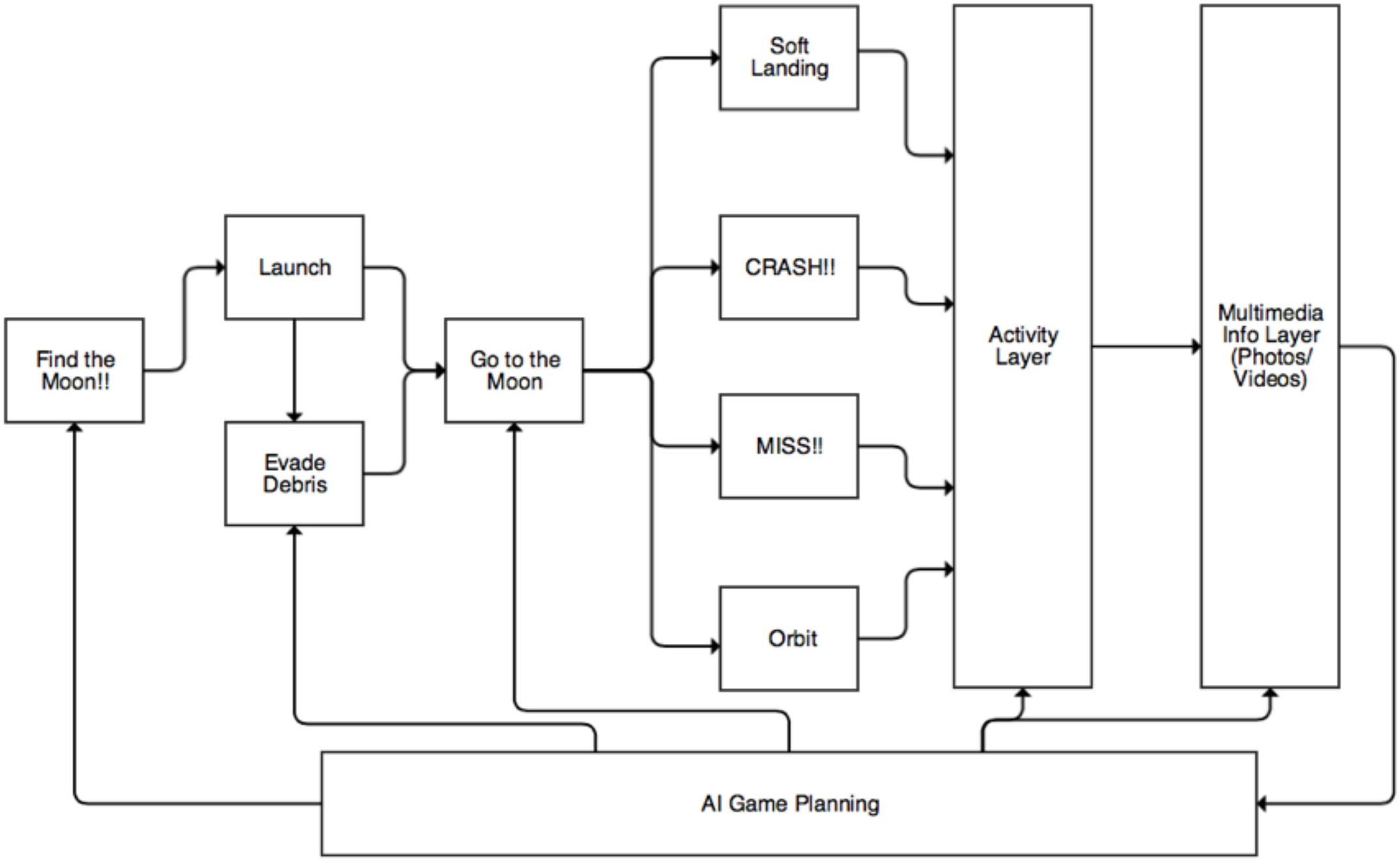
Learning

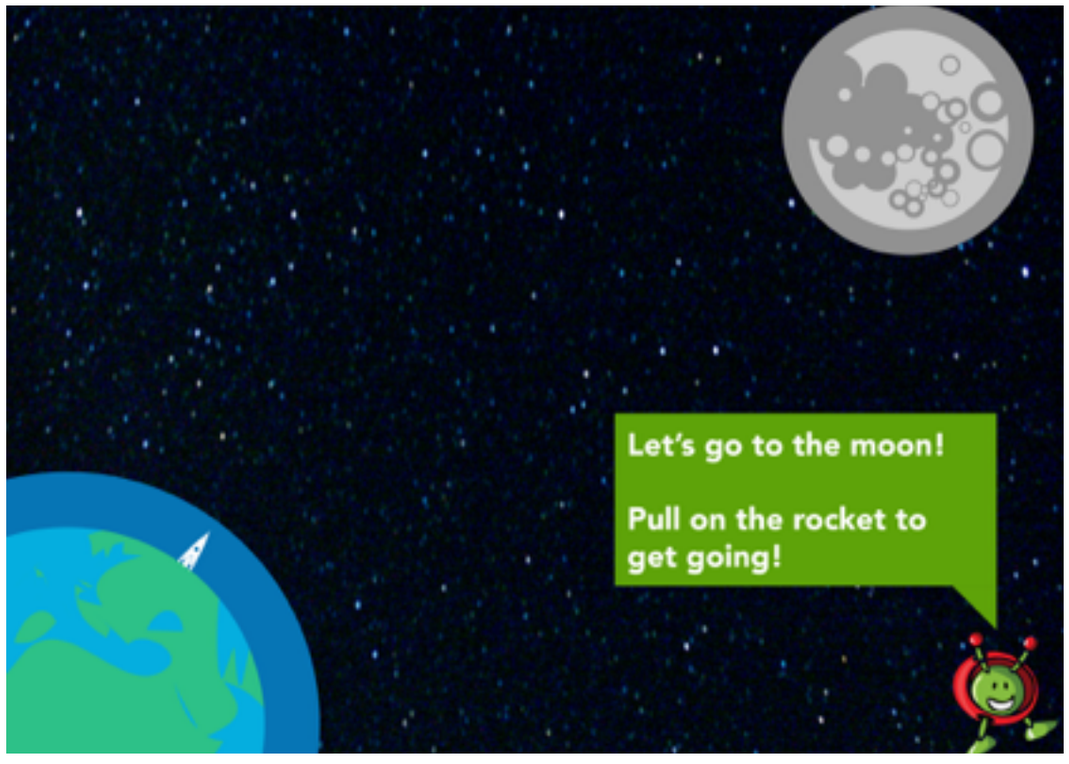
Difficulties ?

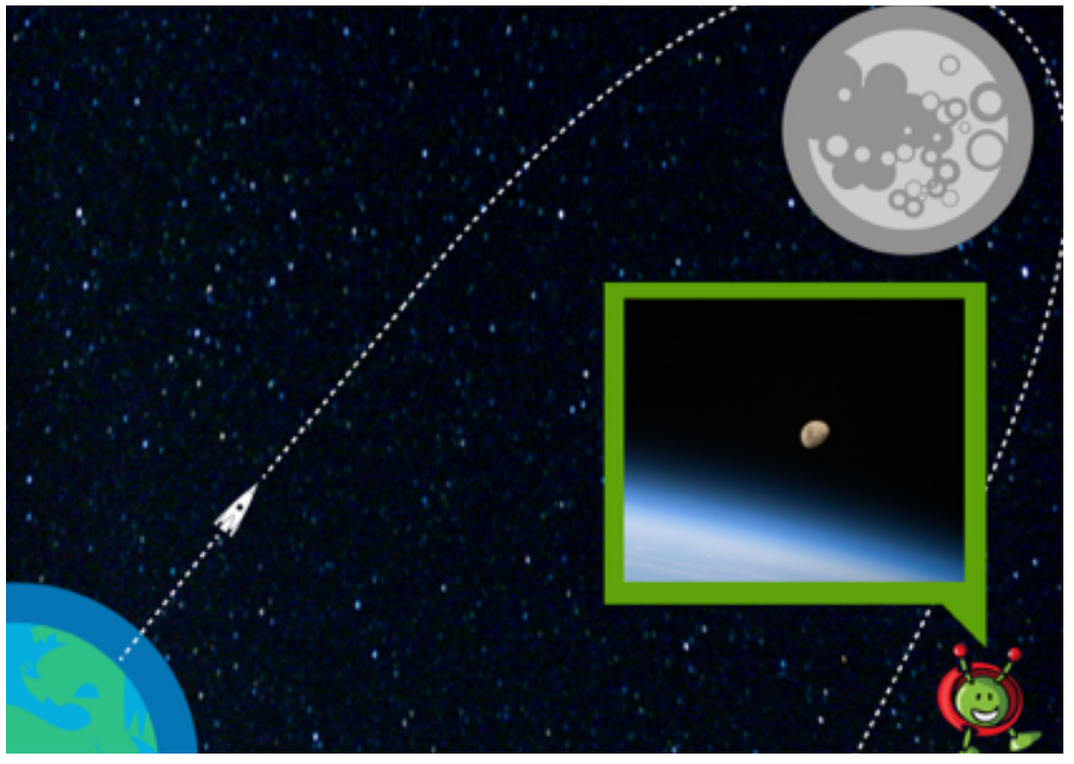
Our Solution: SpaceBuddies!

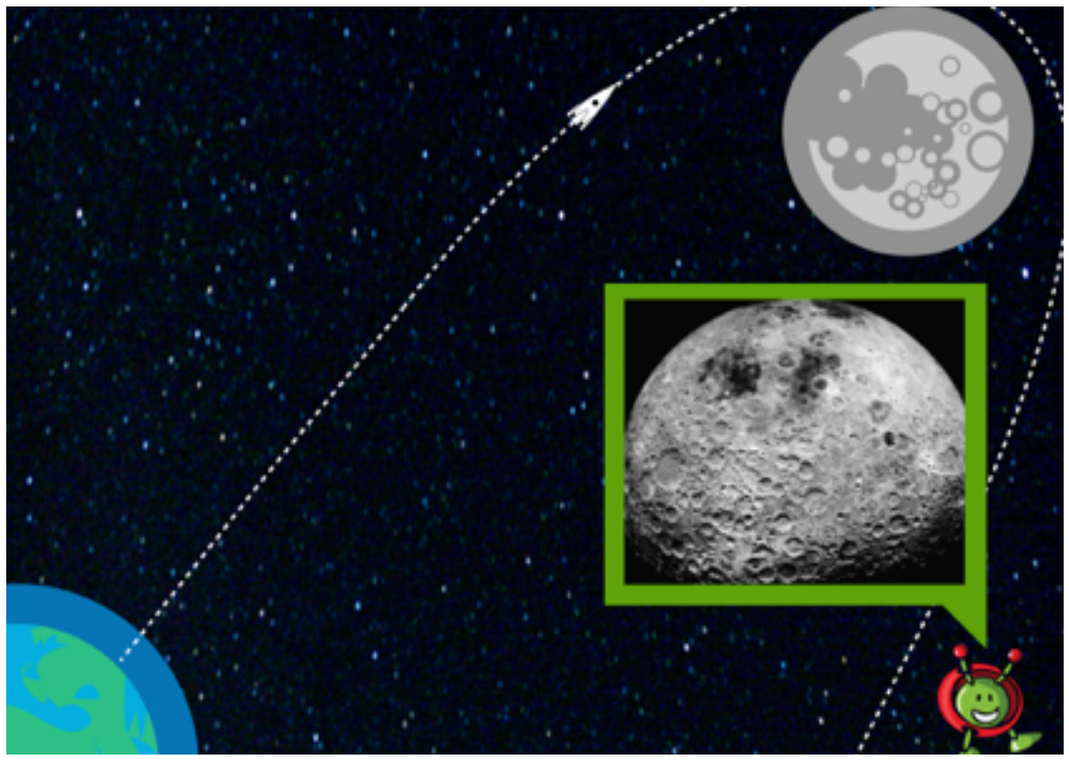
- Interactive Game Application
- Guided Learning (AI Buddy)
- StoryBoard based on Previous Moon Missions
- Achievements: Badges, Multimedia (NASA, ESA, JAXA, ISRO, CNSA, ROSCOSMOS)
- Info on Missions -Simple English :)

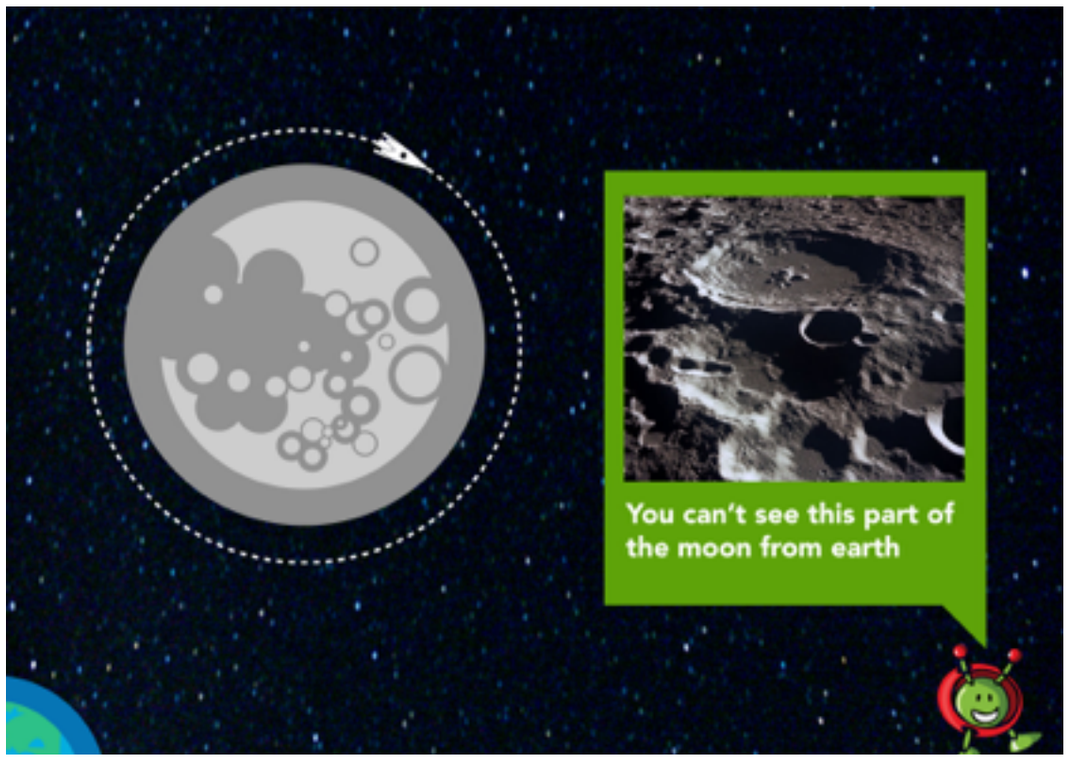
Game Plan:

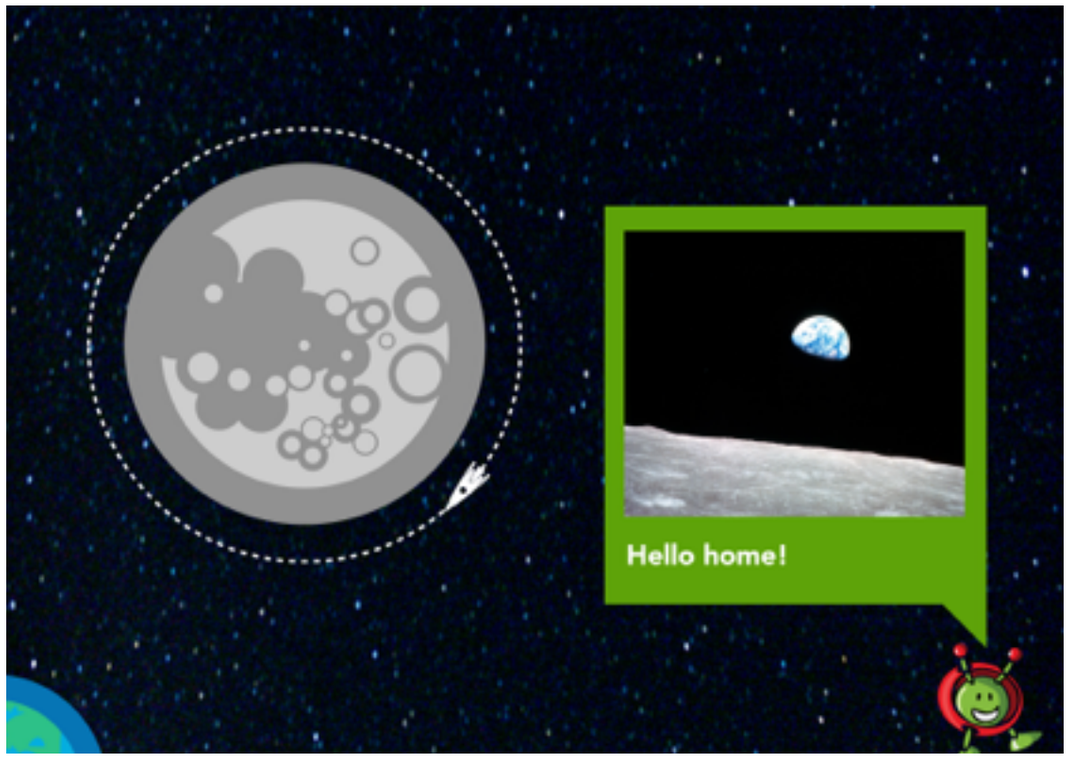

Launch
Find the Moon!!
Evade Debris
Go to the Moon
Soft Landing
CRASH!!
MISS!!
Orbit
Activity Layer
Multimedia Info Layer (Photos/ Videos)
AI Game Planning


Let's go to the moon!
Pull on the rocket to get going!

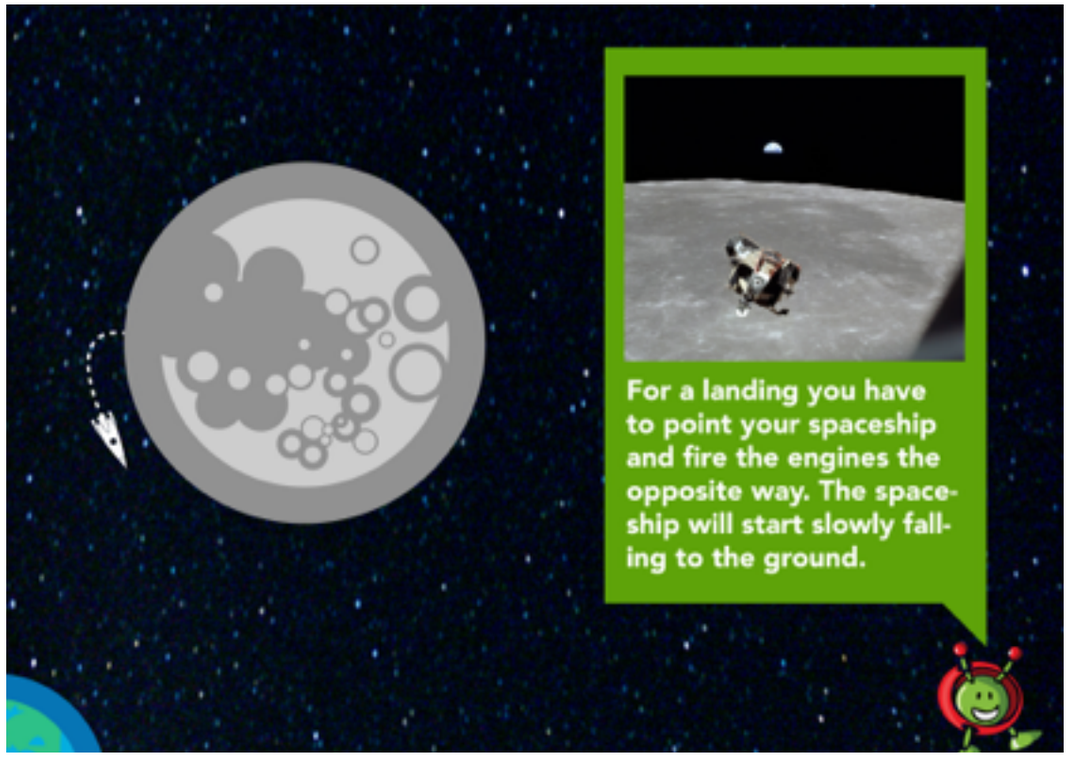





You can't see this part of the moon from earth


Hello home!

The light side of the moon has many flat planes. These are good places for a landing. So while we're here, lets land right here.


For a landing you have to point your spaceship and fire the engines the opposite way. The spaceship will start slowly falling to the ground.

One of the things astronauts left behind on the moon was their own poop. Otherwise their spaceship would be too heavy to return home.

Demo Time!!

Meet the Team:

- Jos van Egmond - Badass Android DevOps
- Sijia Yan - Idea Generator and Child Expert
- Sebastiaan den Boer - Lazy Programmer
- Niels Poldervaart - Interact With Him! ;)
- Shubham Vyas - Rocket Man