

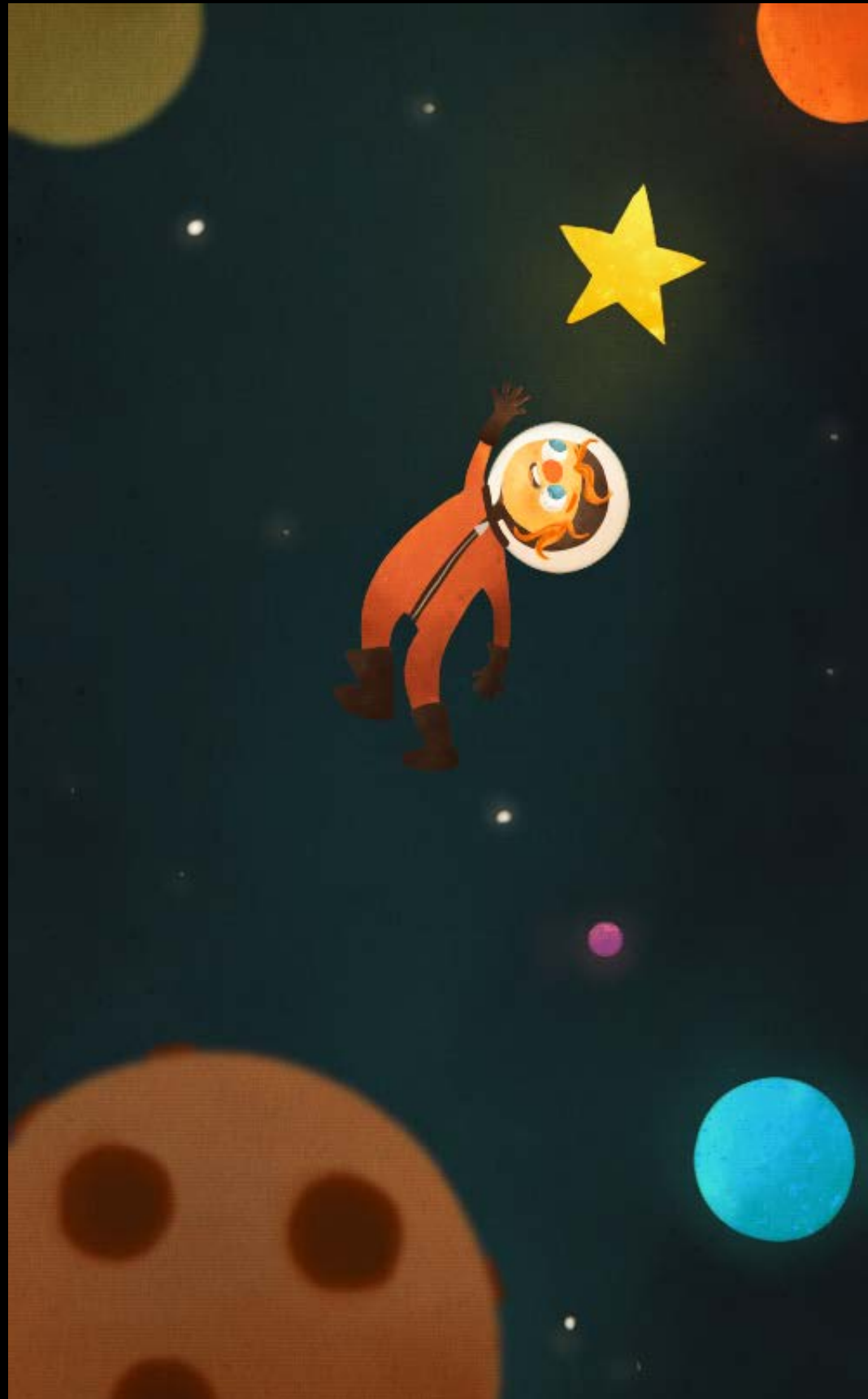
Space Invaders-Game Application



Space Expeditions

outer space challenge

Space Invaders-Game Application



The formate we chose is a **Game**..as our targeted category of age is (**12 years and above**) with flexibility of multiple uses in schools, museums and libraries ..to enhance science syllabus.

SO ..the game is simulating the mission of a spaceship in the space ..In it's way to explore asteroids in the future.

Why? why would we want to search or explore asteroids ?

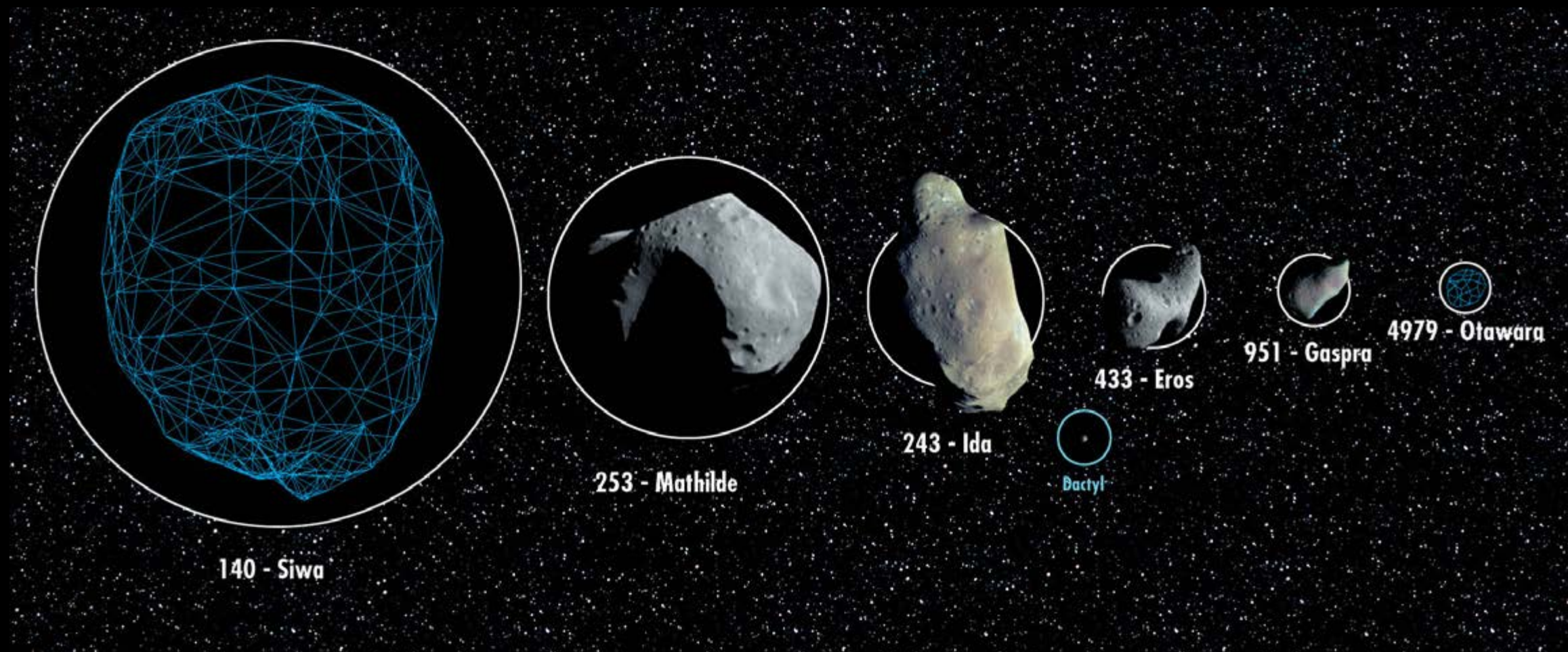


What is your **role**?



In the game you are:

- **E**-xploring (the space)
- **C**-onstructing stations(setting your infrastructure)
- **T**-rying to collect as much as resources as you can



Asteroids different sizes

You are playing and getting some **scientific info** in your way..



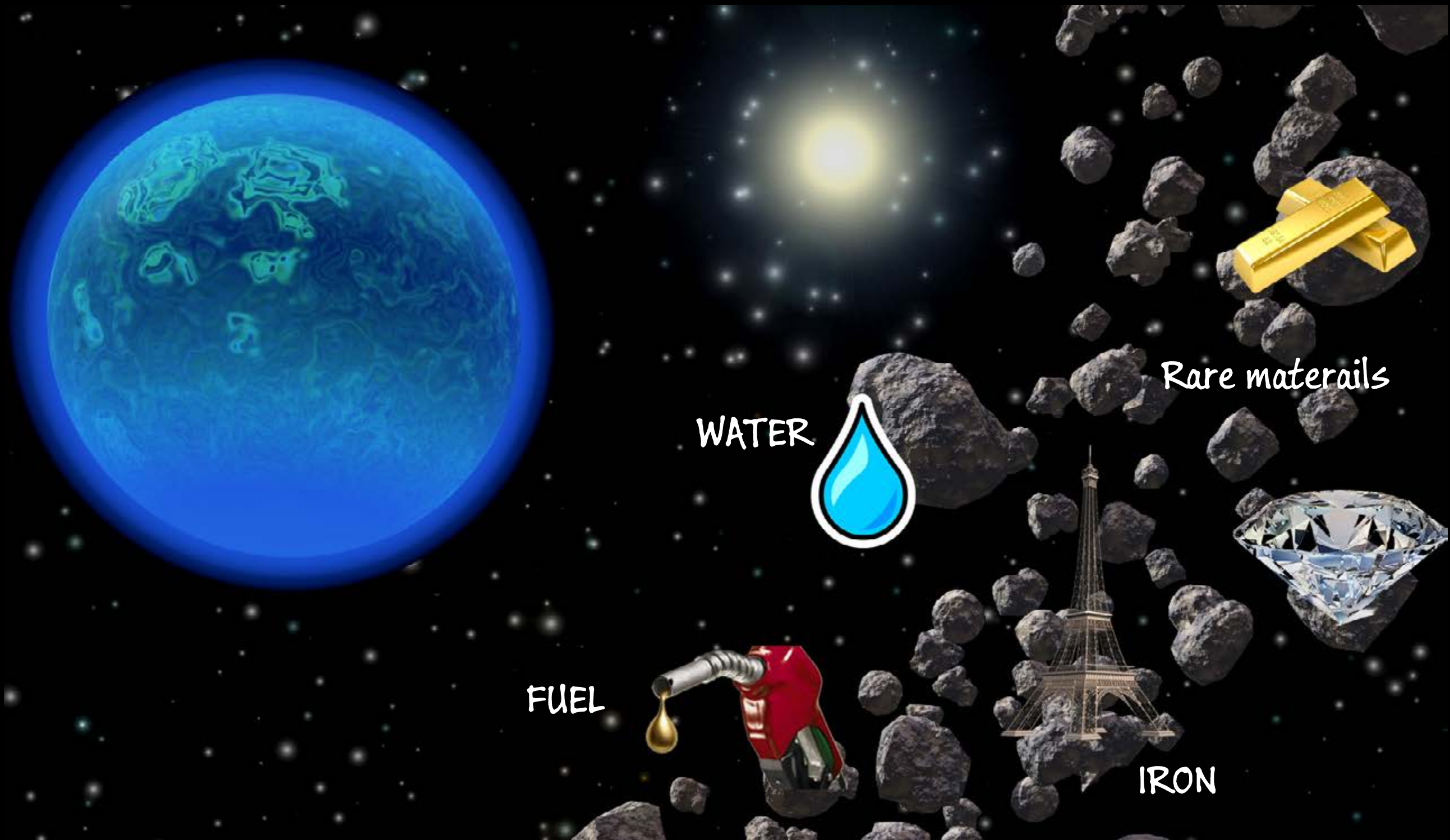
while you are exploring the outer space you will pass on your way by the other planets in our galaxy .. and you will get the **basic scientific information** about them during your searching on the area near them.

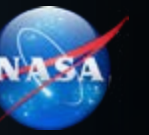
on the higher levels as it gets harder and harder and you will have to **collect too many resources** that will enhance your spaceship and allow you to reach even the other galaxies ...where you will find yourself experiencing a different missions and face dangerous attacks from fast dangerous comets..that is when you will get too many exciting facts and data about the other planets and galaxies and your challenge is to try **to over come all the dangerous surroundings and keep getting stronger and bigger in order to keep exploring our amazing space.**

The game will use the **space color theme** that identifies the colors of the asteroids or planets according to its components or atmosphere ..to help the player to connect the color with the main component on the surface .



Collecting **resources** and establishing **infrastructure** during the exploration journey





Thanks a lot..bye!