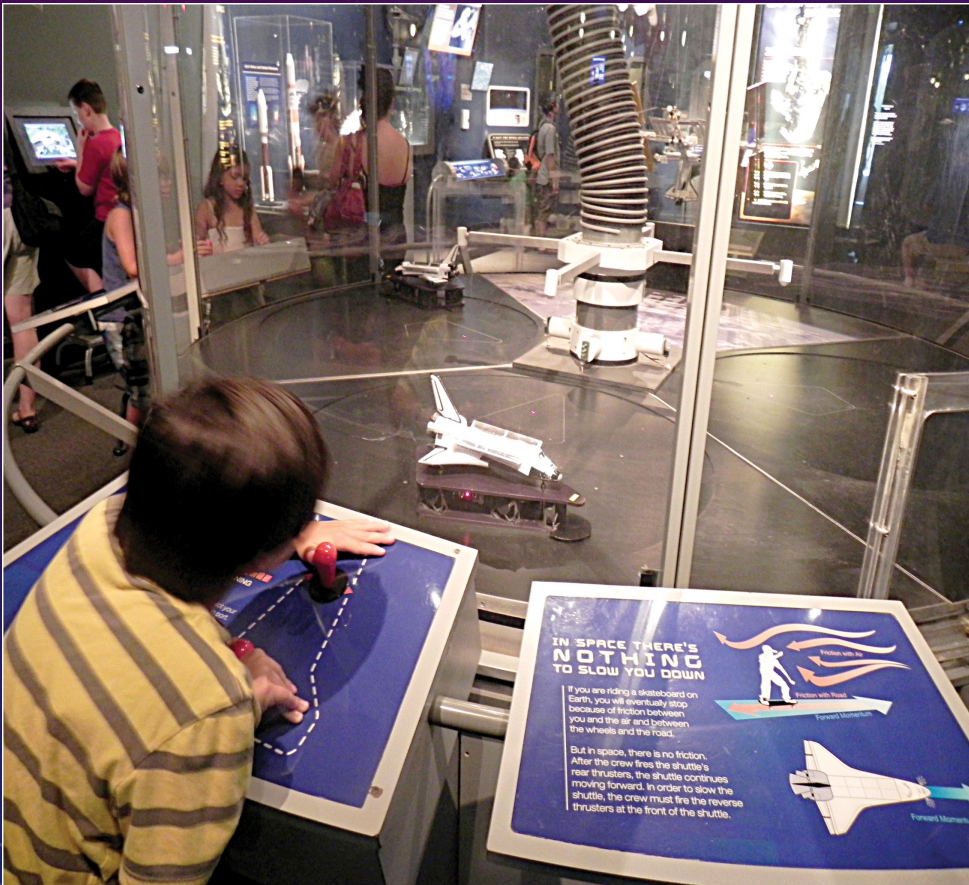# SPACE SHUTTLE PARKING

COMPUTER GRAPHICS CAPSTONE DESIGN

12190180 NURJOL BADYELKHAN

INTRODUCTION

Origin of idea: 2 years earlier, I was visiting Denver Museum of Nature and Science when I stumbled upon an interesting game of parking spaceship in space using engine.

Game concept:
Using keyboard arrow keys to park space shuttle to a specific area.

Game rules:
Player wins a point if he/she can park the space shuttle in a desginated area for more than 3 seconds, which is challenging because there is no friction force in space.

Game levels:
3 levels   1. Space
            2. Moon
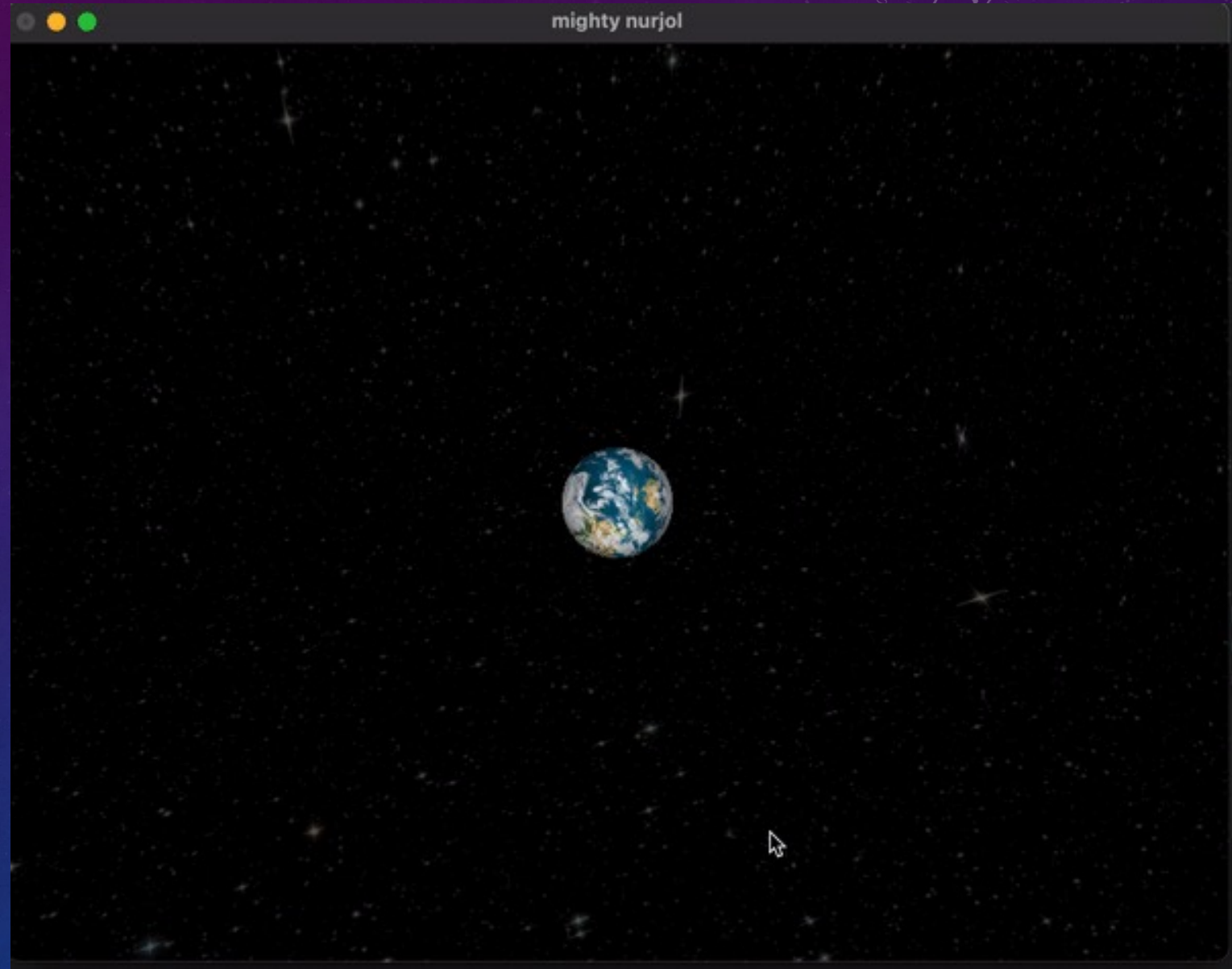   3. Mars
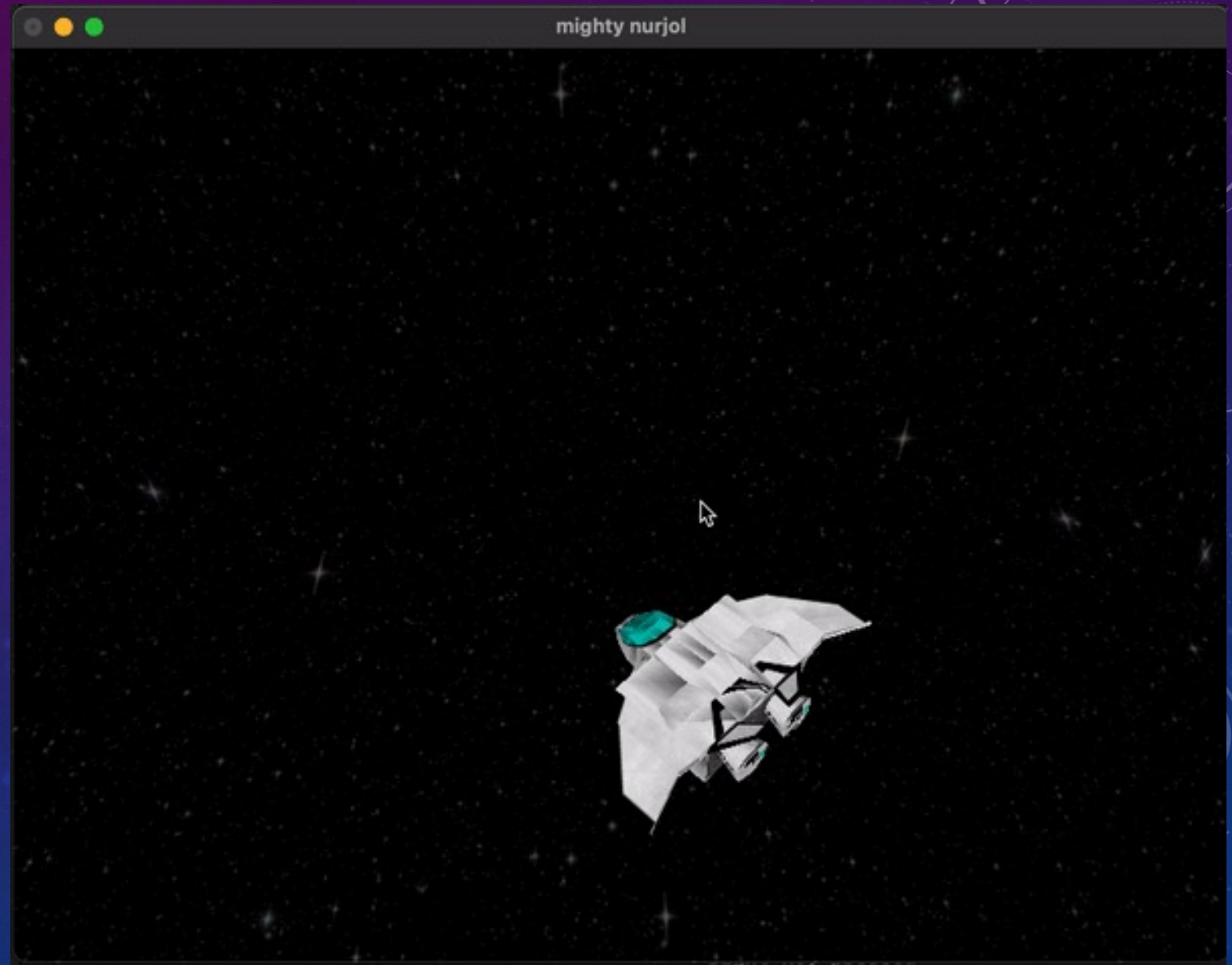
GAME DESIGN

- Environment

GAME DESIGN

- Moon

GAME DESIGN

- Earth

GAME DESIGN

- Space shuttle

GAME DESIGN

- Space dock

INITIAL PROTOTYPE

FUTURE PLANS

- More realistic looking design
- Create the next levels

Thank you for your attention!!