

The background is a deep space scene. A large, dark, cratered planet or moon dominates the upper left, its curved horizon glowing with a blue and purple light. The rest of the background is a dark blue and purple nebula with scattered white stars. A smaller, spherical, cratered object, resembling a moon, is positioned in the lower right.

# Space Apps 2022 Hackathon

Team: Canadian Geese

Project: Spaceship Struggles

By : Abdullah Mustafa and Ahmad Arain



What happens when a solar storm interacts with Earth's magnetic field?

H - A solar eclipse.

J - Repeated magnetic dissociative burts.

K - A rainbow.

L - An aurora.

This ship is equipped with a shield for protection against space debris. In the case of a malfunction, the shield can be reengaged when pressing E next to this machine:



# Introduction

We chose to do the Space Survival Adventure challenge, Stargazer. We made a video game where you play as an astronaut in a spaceship 100 years into the future. Explore the spaceship, collect documents and repair the ship, while learning about the hazards of space operations and travel.



# Inspiration

We chose to make a video game because we decided that would be the best medium to educate the user in an effective and entertaining fashion, as they would be in search for information and using the information to complete missions. The format of our game was inspired by the classic pixelated platformers we used to play.

# Game Mechanics

The user plays as an astronaut in a spaceship travelling through space. At the start of the game, a solar storm damaged the electronics on board to some degree. The player will navigate the space ship in search of documents containing information and instruction on the ship's reparation. Progress in the game by testing your learned knowledge. All while using portals, searching for clues and learning about the complexities of space travel.



# Using Data

The data was used from the Canadian Space Agency was used as research and was the primary resource for our text based content. It was a familiar experience to be conduction research like this, however it was a new and fresh experience to be using the research in the context of a video game. Using real data gave our program a sense of authenticity.

# Into the Future

Further expanding on the progress made in this hackathon, we would like to further package information and data in a similar fashion. We were fascinated on how we were able to express informative text in a format more captivating than just plain text.