

Microgravity Adventures - Execution Plan

1. Project Overview

- **Project Title:** Microgravity Adventures
- **Objective:** To create an engaging web-based game that educates users about space exploration.

2. Development Phases

- **Phase 1: Planning**
 - Define project scope and features.
 - Research existing educational games.
- **Phase 2: Design**
 - Create wireframes/mockups for game interfaces.
 - Design game characters and assets.
- **Phase 3: Development**
 - Set up project structure (HTML, CSS, JavaScript).
 - Develop game logic for each mode (Microgravity, Space Invaders, Planet Explorer).
 - Implement user controls and interactions.
- **Phase 4: Testing**
 - Perform unit testing on game features.
 - Conduct user testing for feedback and adjustments.
- **Phase 5: Deployment**
 - Host the game on a web server or GitHub Pages.
 - Share the link with potential users for further testing.

3. Technologies Used

- HTML, CSS, JavaScript
- Web Audio API for sound effects
- Canvas API for rendering graphics

4. Resources Needed

- Design software (e.g., Adobe XD, Figma)
- Code editor (e.g., Visual Studio Code)
- Web hosting service (e.g., GitHub Pages)

5. Evaluation Criteria

- User engagement metrics (playtime, interactions)
- Feedback from users on educational value
- Bug reports and resolution efficiency