

Missile Simulator Project Plan

Objective: Develop an interactive 3D missile simulator using React and Python that allows users to select real-world launch and target sites, choose missile types, simulate realistic flight trajectories, and calculate explosion damage.

✓ Phase 1: Project Setup

1. Create a new Vite + React project
 2. Set up a Python backend using FastAPI or Flask
 3. Install necessary dependencies:
 4. **Frontend:** @react-three/fiber, @react-three/drei, three, react-router-dom
 5. **Backend:** fastapi, uvicorn, numpy
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🗺 Phase 2: User Inputs (Launch & Target)

1. Embed a 3D globe or real-world map using Mapbox/OpenLayers
 2. Allow users to select:
 3. Launch site (latitude/longitude)
 4. Target site (latitude/longitude)
 5. Convert coordinates to 3D positions for simulation
 6. Display markers for launch and target sites
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🚀 Phase 3: Missile Selection

1. Create dropdown or menu to select missile type
 2. Each missile has properties:
 3. Initial velocity
 4. Range
 5. Explosion radius
 6. Fetch missile presets from backend or local config
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🔍 Phase 4: Physics + Trajectory

1. Simulate projectile motion (consider gravity, Earth curvature)
 2. Backend computes trajectory based on user inputs and missile type
 3. Send 3D trajectory points to frontend for rendering
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Phase 5: Explosion & Damage

1. Animate explosion when missile reaches or nears target
2. Calculate damage zone based on explosion radius
3. Visualize damage area on map/globe

4. Display impact statistics:
 5. Damage radius
 6. Area affected (e.g., in sq. km)
 7. Casualty estimate (optional/future)
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Phase 6: Realistic Visuals

1. Add realistic terrain using 3D Earth textures
 2. Integrate:
 3. (sunlight/turbidity effects)
 4. (night scene)
 5. Lighting and shadows for realism
 6. Option to toggle between day/night modes
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Final Deliverable:

A full-screen interactive missile simulator with: - Real-world launch/target selection - Multiple missile types - Realistic 3D flight animation - Explosion and damage visualization - Detailed simulation report

Next Steps: Start fresh tomorrow with project initialization.

Good Night #