Programming extended course - Creative Assignment I:

JavaScript in Space.

Elon Musk needs tools to help the first Mars colonists travel to the surface of Mars.

Elon Musk is the founder and CEO of SpaceX. SpaceX designs, manufactures and launches advanced rockets and spacecraft. In September 2016 Elon Musk unveiled the company's Interplanetary Transport System (ITS). The most powerful rocket ever built. A spaceship designed to carry at least 100 people to the Red Planet per flight.

Problem description

Its 2030. 103 people paid $2,000,000 each for a ticket to travel to Mars. Elon Musk asked The Hague University to help. The ITS is a beautiful spaceship, but still lacks some of the necessary information systems. Since JavaScript is a lightweight language its very suited for space travel. The plan is to create an Interplanetary Transport System Interface (ITSI). The in-flight interface can track the progress of the journey and other factors, like:

Ships parameters	Fuel
	Throttle
	Speed
	Acceleration (G-force)
Ships environment	Gravity
	Distance traveled
	Atmosphere
Supplies	Food
	Water
Metrics	Gravity converter
	Mars miles to earth miles converter

Design and create a website that is to be used inside the spacecraft. The purpose of the website is to give information about the trip and to prepare travelers for upcoming arrival on mars. You can incorporate some or all of the factors above and/or add your own ideas. Astronauts should be able to use the interface anywhere on the ship.

Assignment guidelines:

- Incorporate at least three working functionalities (static pieces of html-content are not functionalities)
- Use the topics we covered in class.
- Usage of frameworks and libraries are not allowed
- Write the page in validated HTML5
- Elon Musk does not like Times New Roman on a white background, nor does he like comic sans. Please create a professional, consistent and modern look and feel.