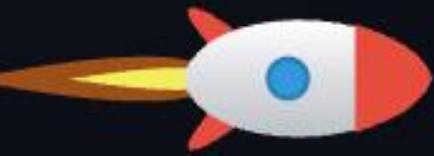# Delta Duo

by Ana & Yun Lei

"Ten little astronauts flying way up high...

One drifted off too far... and then there were nine."
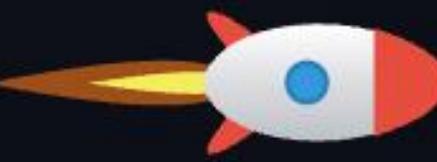
In **deltaX**, you are Mission Control.

You don't fly the ship directly — you only influence it using small propulsion burns.

9.74 AU

The goal is simple: reach Earth.

DEMO

We focused on making it feel like a cinematic mission control UI.

9.29 AU

We built a full backend simulation in Python, with frontend rendering and real-time interaction.

The goal is intuitive: guide the ship, manage resources, survive events, reach Earth.
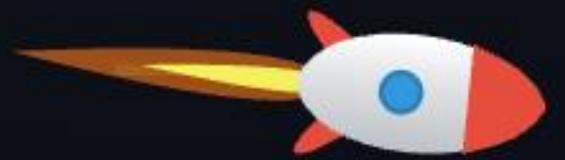
9.74 AU

We show gravity-based planetary influence and orbital capture, chaos through sensitivity to initial conditions, and butterfly effect behavior.

"Ten little astronauts flying way up
high...

With the right decisions ... all get
to survive."

"But let the system drift...
A tiny error grows...
and then there were none."