

# Constellations

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# Motivation

I wanted to make something like the milky way or something dreamy. But ended up with this. Because I could not get the graphics for the milky way to look nice and neither could I portray the feeling of a dream properly along with interactive elements. That's why I started trying different things and ended up with a field of stars. I then consequently named it constellations because I am bad at naming stuff.

# What

A 3D field of stars in which you can create constellations by linking stars together. You can then view the created constellation from multiple angles by dragging the mouse. Stars are cycled through using the arrow keys and then selected by pressing space.

# How

I started out with a 2d field of stars where you could draw constellations. The other stars outside of the constellation would be “moving” at you. There was a pause button to stop them from moving so you could click them. I then turned this into a 3d field. And made the same functions work. I tweaked around with more features such as shooting stars or comets but this just seemed to take away from the experience rather than add to it. Since it does not add any creative value. Then with the 3d field I could not get the mouse input to work properly so I switched to keyboard Input.

# Screenshots

