



INTRODUCING MOON HARVEST



Rex Charger



Dr. Yrion



Colonel Telescope



Dr. Wallo



Jake Rockwell

BY HOW I SHELL TEAM

Daniel Aguilar - Christian Berkhoff- Joaquín Jaramillo -
Ignacio Mella - Sebastián Rojas

WHAT WE WANTED

- Strategic Cooperative Online **Game**
- **Advisors** with advanced AI
- Many Resources and Construction **Options**
- **Scientific** Accuracy

WHY WE WANTED IT

Strategic Cooperative Online **Game**

Games are Fun

We love playing and making Games

Games are an attractive communication
channel

WHY WE WANTED IT

Advisors with advanced AI

Represents the reasons to go
to the moon

They challenge you

They make you take decisions

WHY WE WANTED IT

Many Resources and Construction **Options**

Many paths to the different goals

Gives you a sneak peek on how hard it really is

WHY WE WANTED IT

Scientific Accuracy

Make the game realistic

Reality overcomes fiction

WHAT WE ACHIEVED

Strategic Cooperative Online **Game**

We built a Game

Single Player but using
tech to scale it

Simple Plot

WHAT WE ACHIEVED

Advisors with advanced AI

Rudimentary AI

Funny advisors

WHAT WE ACHIEVED

Many Resources and Construction **Options**

We have many but need many
more

WHAT WE ACHIEVED

Scientific Accuracy

Non validated values and details

Moon resource research

NEXT STEPS

We loved making it and
want to finish it

THANKS FOR THE
OPPORTUNITY