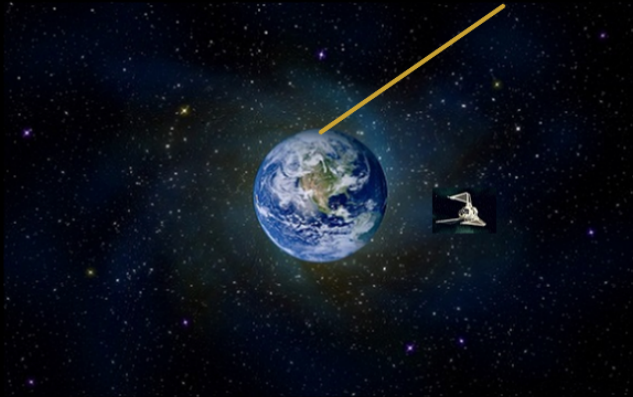


Mission Impossible

Aliens

[Based on Kelson Ball's Orbit Simulation]
Game developed by Jerry, Jonathan, and Joyce

remaining capsules: 10



[Based on Kelson Ball's Orbit Simulation]
Game developed by Jerry, Jonathan, and Joyce

remaining capsules: 3



Made by
Jerry
Jonathan
Joyce

Computer Simulation and
Interactive Media

Kappa Alpha
Stanford University
Palo Alto, CA

This alien space capsule projectile simulation aims to :

- simulate the earth gravity
- simulate how the space capsules interacts with the earth's gravity
- provide players the experience of space traveling
- provide players the challenge, helping them understand the difficulties astronauts and scientists have been through.

[The game is originally based on Kelson Ball's Orbit Simulation, modified by Jerry, Jonathan and Joyce.]