

EXPLORE MOON to MARS

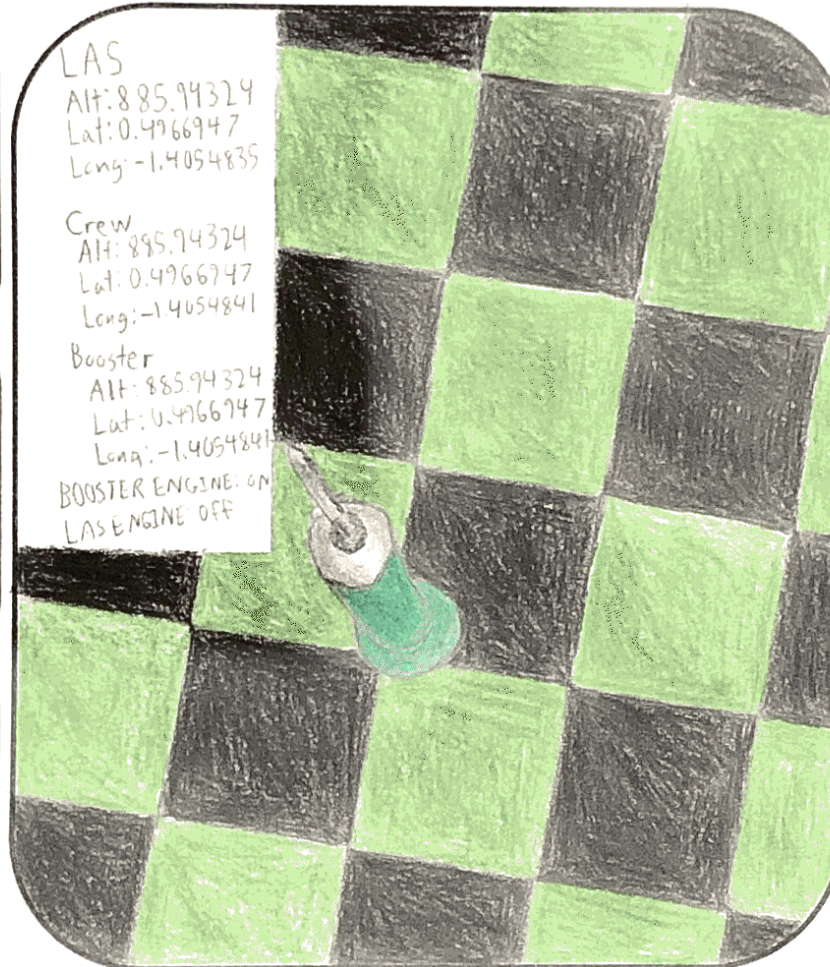
APP DEVELOPMENT CHALLENGE: ASCENT ABORT 2

Story Board Handout

The values in the upper left corner will show the time, the position for each section of the rocket, and whether or not each engine is on.

The ground is drawn as a checkerboard, but will be textured to look like the earth as seen from outer space (satellite view)

The rocket will move upwards, causing the ground to shrink in the visual as it moves further and further away in the z direction



Each module of the rocket is rendered separately, allowing for individual positioning and rotating of each of the three components. The booster is green, while the LAS is dark grey and the Crew is light grey

The model will be visualized in three dimensions using the P3D renderer in the Processing programming language

Although the rocket is currently in a single piece, later in the data file the modules of the rocket split off from each other, which is allowed by the separation of the pieces in rendering.