Project Planet Discovery

Description

Fly as Astronaut Alfred in his Rickety Rocket the Apollo 80 on a Galactic Voyage...

\* Upgrade it for your galactic adventure!

Level Design

\* **Level 1-8...**

\* Collect planet resource knowledge to learn how to make fuel

\* - MVEMJSUN, gravity until inside trigger area {no gravity}, moving moons, obstacles to teach about the planets/space

1. 6 Earth: Water (Blue Planet, Gravity = 9.8, 1 moon -> tides)
2. 2 Mercury: Iron Plating + 1 life (closest to Sun 110x larger than earth)
3. 6 Venus: A loving crew (Timed, hottest planet)
4. 3 Mars: Red Dust (Mars rover, past ingredients for life?)

Short day/ long year

1. 70 Jupiter: Water and Red Dust powered engine (Moons)
2. 58 Saturn: Fuel Containers (Rings, what are they made of?)
3. 25 Uranus: Red asteroid to energy converter (Rocket thrusters), ice giant
4. 24 Neptune: Distance Tracker (telescope), farthest planet from us

\* **Discovery Flight (Bonus Level)...**

\* Discover the galaxy as you see how far you can fly, avoid asteroids and dwarf planets

\* See how far (Y direction) you can fly before crashing or running out of fuel

\* The farther you fly the more you can upgrade your ship :)

\* - Turn of Gravity

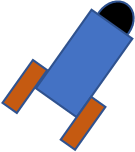
\* - Zoom out camera

\* - Send asteroids in the ship’s direction from outside the camera

\* - Asteroid boundaries like a football field that are the height and width of the camera

\* - Fire at a random (X in between asteroid walls, rocket Y +5, Z= 0)

Camera/Asteroid firing points



SPACE

D

A