iRocketLanding24

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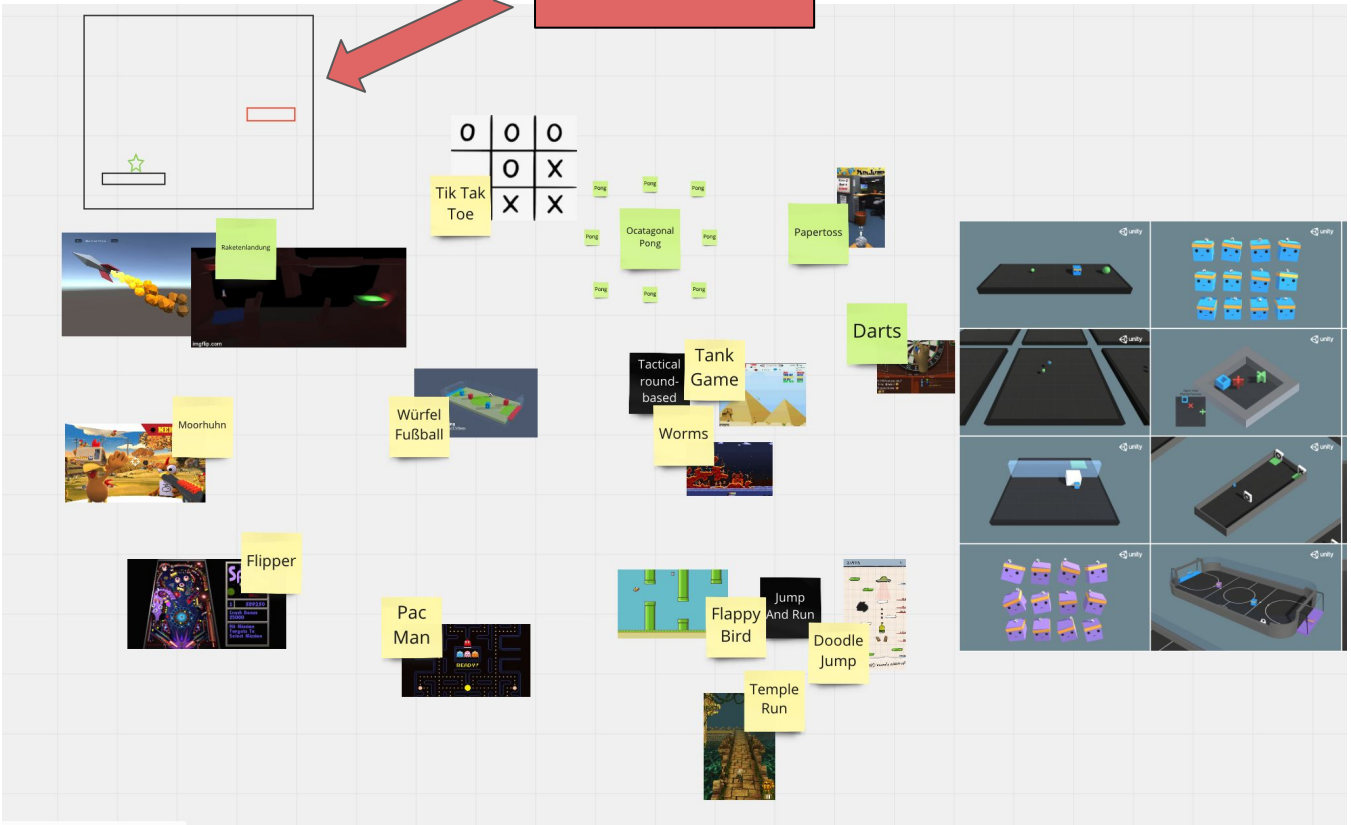
Brainstorming

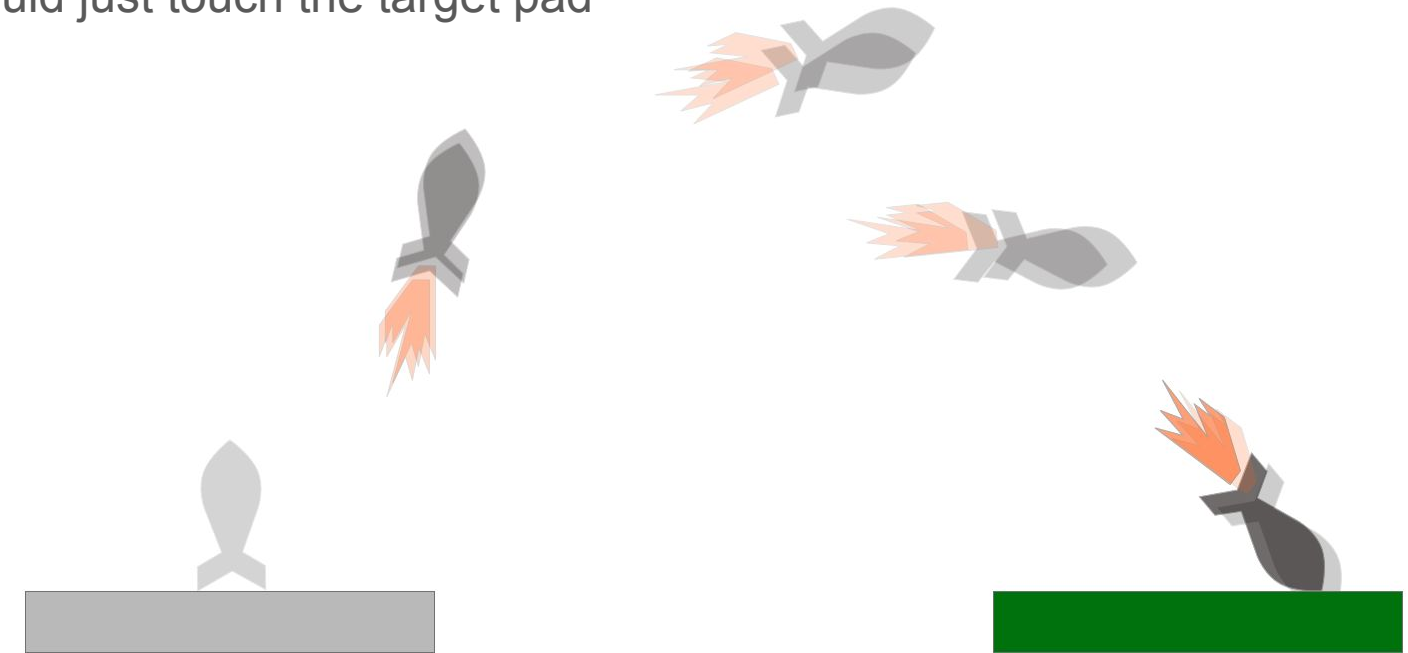


Idea

- Setup
  - Pseudo 3D (2.5D) world with borders
  - A rocket spawns on a randomly positioned launch pad with a rocket
  - Randomly positioned landing-platform
- Mechanics
  - The rockets thrust and yaw can be controlled
  - Gravity simulation
  - Thrust & rotation delay for the rocket
- Goal
  - Land the rocket on the target platform without touching the borders

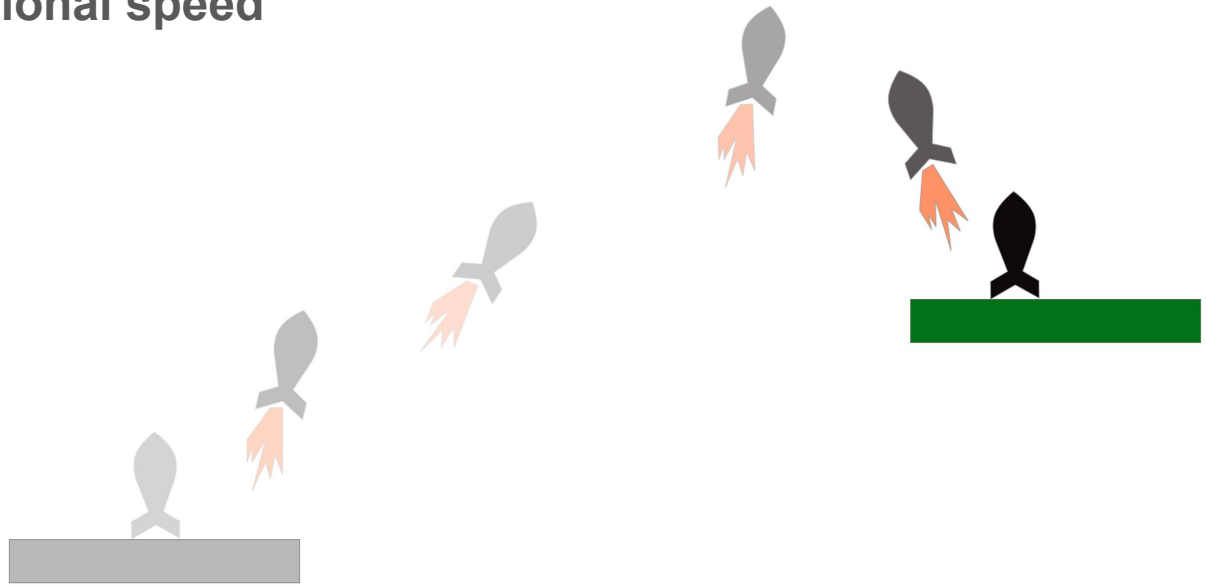
Iteration 1

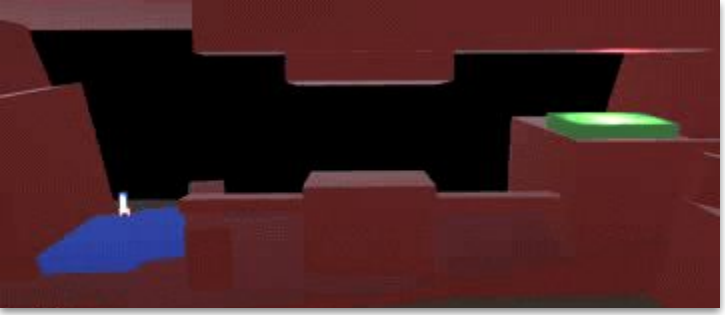
- Pseudo 3D world (limited to X- and Z-axis)
- No obstacles
- Rocket should just touch the target pad



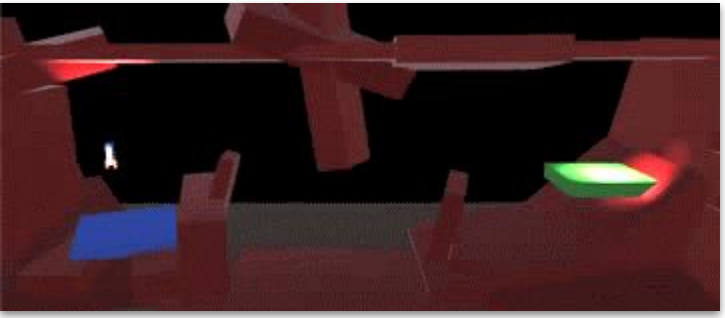
Iteration 2

- Pseudo 3D world
- No obstacles
- **Rocket needs to land on the target pad vertically (±5° angle) with a max. gravitational speed**





No obstacles (empty room)

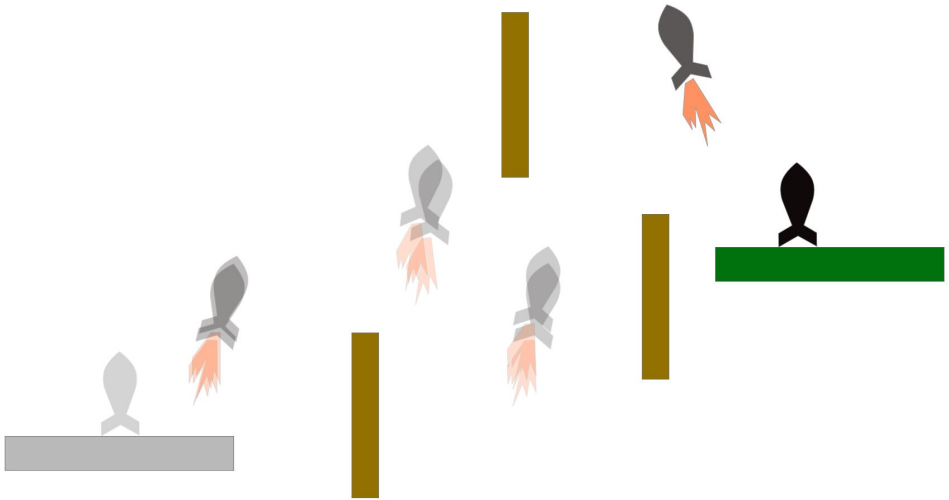


Random static obstacles

Moving obstacles

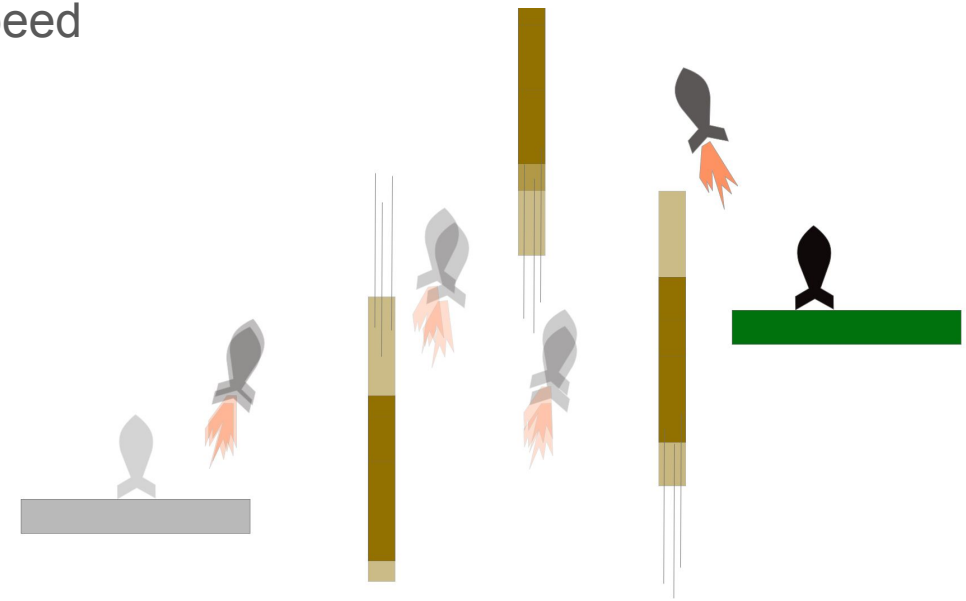
Iteration 3

- Pseudo 3D world
- **Static random obstacles**
- Rocket needs to land on the target pad vertically (±5° angle) with a max gravitational speed



Iteration 4 - V1

- Pseudo 3D world
- **Moving random obstacles**
- Rocket needs to land on the target pad vertically (±5° angle) with a max gravitational speed

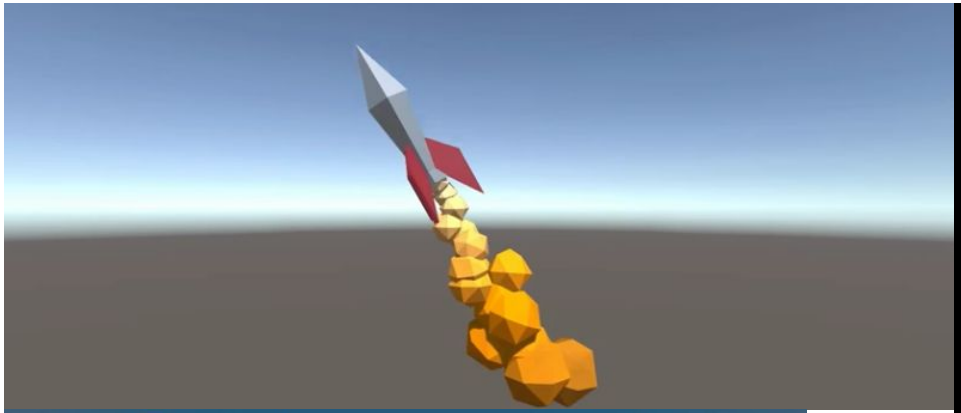
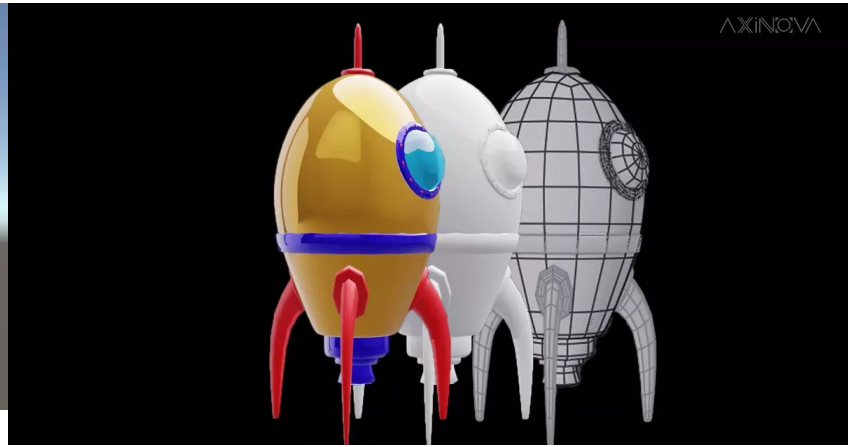


Iteration 4 - V2

- **3D world**
- Static random obstacles
- Rocket needs to land on the target pad vertically (±5° angle) with a max gravitational speed

Iteration 69

1. Ping Elon on Twitter & sell technology to SpaceX 🚀
2. Get rich 🤑📈
3. Mars colony □

Timeline

Unity Assets