

Project A: A Rocketship's Journey

Name - *Philip House*

netID - *pmh993*

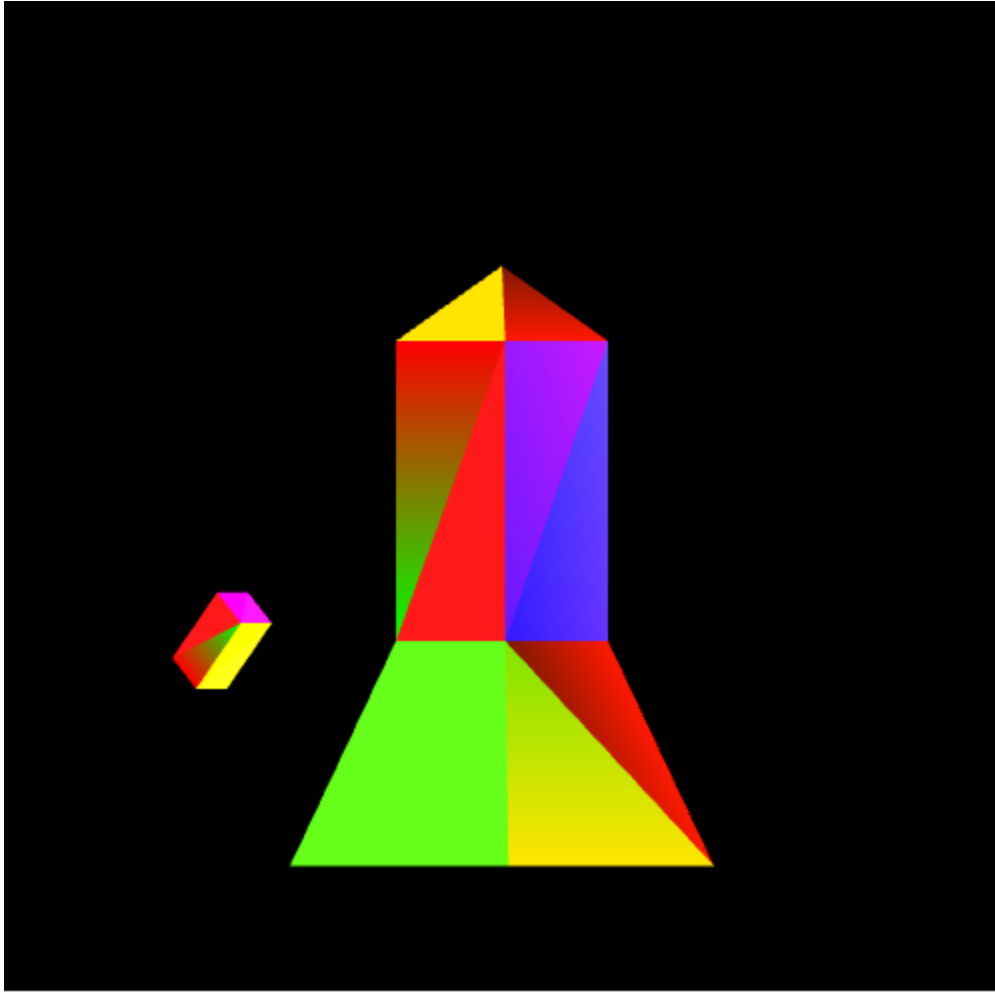
User Goals:

This system was built to allow the everyday browser of the internet experience the thrill and joy of flying to space. This project simulates a *real* rocketship blasting off from earth, breaking the confines of Earth, and moving on to another planet (that cannot be seen). Enjoy the ride of your life :)

In this system, the user is able to control the vertical acceleration of a rocketship blasting off to space. While the rocket ship is placed vertically, a set of cubes rotates around it along the y axis. The rocketship begins at 'ground' level, where it is at rest with no user input. Using the 'space' bar (haha...get it?), the user can control the acceleration of the rocket as it goes to space. All the while, it continues to rotate. Also, as the rocket leaves the boundaries of Earth's gravity, its rate of acceleration increases as well. Upon removing the acceleration, the rocketship falls gently back to Earth using its auto-brake system.

The user can also control the horizontal position of the rocketship by dragging back and forth along the horizontal ground axis. You can even drag the spaceship horizontally while you're flying in the air. The page also includes a little text notification of whether or not your spaceship is currently on its way to another planet or not.

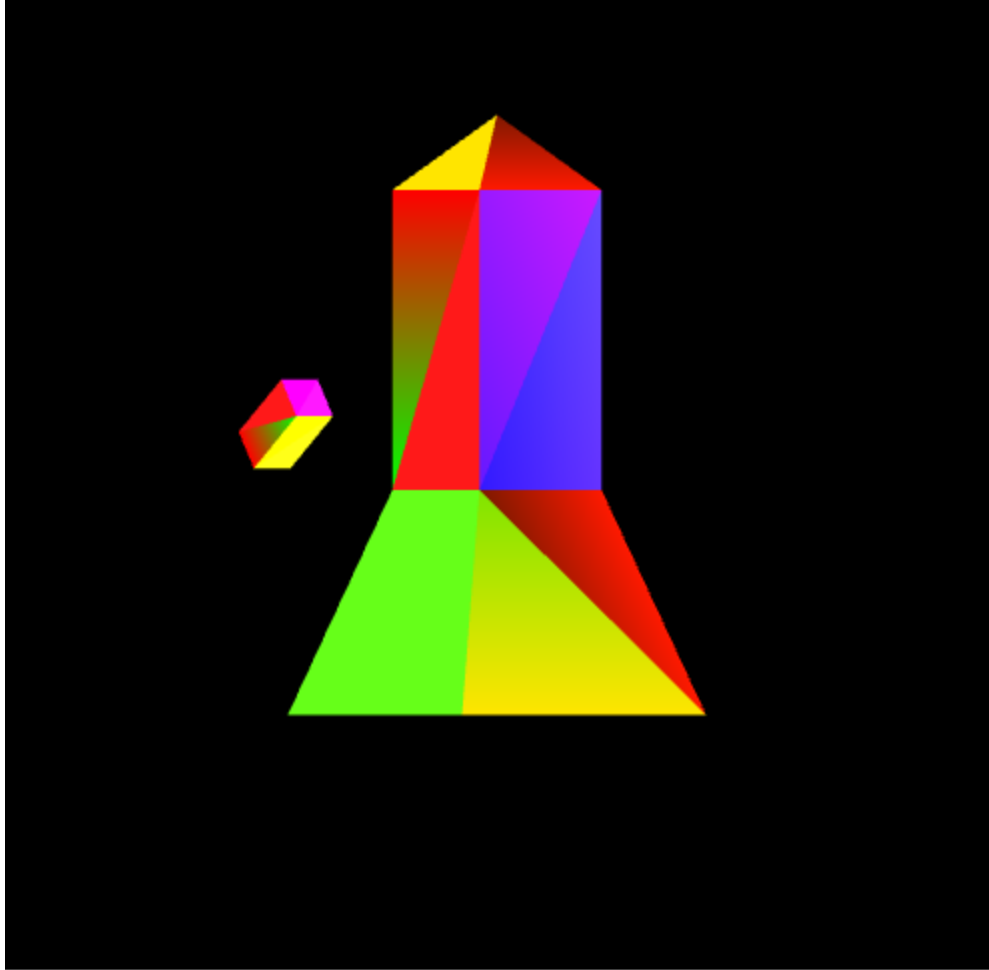
Screenshots:



You are back on earth!

To go to space, press and hold your space bar!

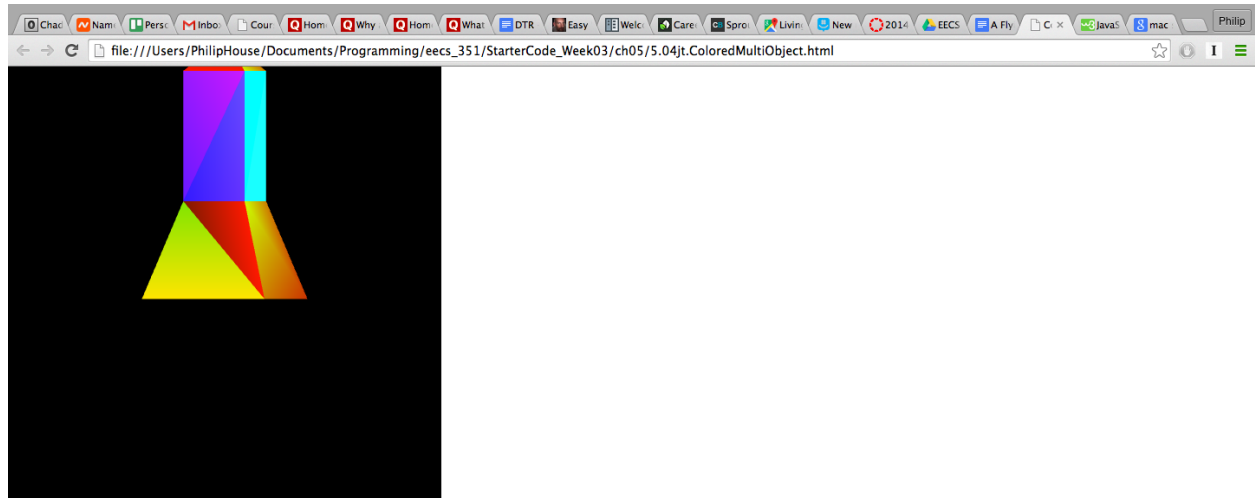
Fig 1. In the above, the spaceship is in it's home state, on earth, with its rotating rectangle of energy to charge it.



You are returning to earth

To go to space, press and hold your space bar!

Fig 2: A screenshot of the spaceship returning home to earth, along with the text notification.



You're blasting off!!!

To go to space, press and hold your space bar!

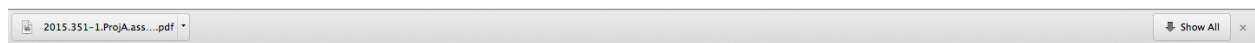


Fig 3. A dramatic image of the spaceship breaking the window barrier to make it into outer space.