**STAR TREK VOYAGER**

Rashika Mishra

Summary:

A fun game to understand the influence of gravity. The player will be able to guide a character in space by warping from one revolving planet to another by navigating each planet’s gravitational pull.

Our Proposal:

The game will have a character that jumps from one planet to another based on the player’s navigational direction and planet’s gravitational pull. The player will have to take into account each planet’s gravitational force before attempting to jump to a planet. If not calculated correctly the character will float away and the player loses the game.

Goals:

1. Display minimum 10 planets as a first milestone.
2. All planets should have textured terrain.
3. Visible gravitational force field around every planet.
4. Character animation on the first planet.
5. Character warping through user control.
6. Score system.

Work Breakdown:

* Display planet map
* Quaternion Rotation of planets
* Texturing
* Lighting and shading
* Collision Detection
* Physics based gravity pull
* Character animation
* Randomization of planet positions