*Overview*

Interstellar is a design and physics demo to test the capabilities of the HTML5 canvas. The “game” design here was form fitted to test out an interesting mechanic allowing the player to manipulate gravity to control asteroids that exist in the physics simulation. The asteroids will gain momentum from orbiting the player. When the player releases the asteroid from the belt will it carry the momentum gained from orbiting the player and act as a projectile. In the demo gif above, you can see when an asteroid overlaps another it turns red demonstrating the custom complex hit detection engine.

*What I learned*

This project provided the framework for working out of NodeJS and deploying a small webserver to host an HTML5 game. It was a great learning experience to understand canvas and the capabilities and where it is lacking. It turned out that utilizing Unity for this project was much faster and allowed me to focus on game design more than technology implementation. This was later recreated in the unity engine [here](https://github.com/sjdodge123/interstellarUnity).