



# SPACE BALLZ

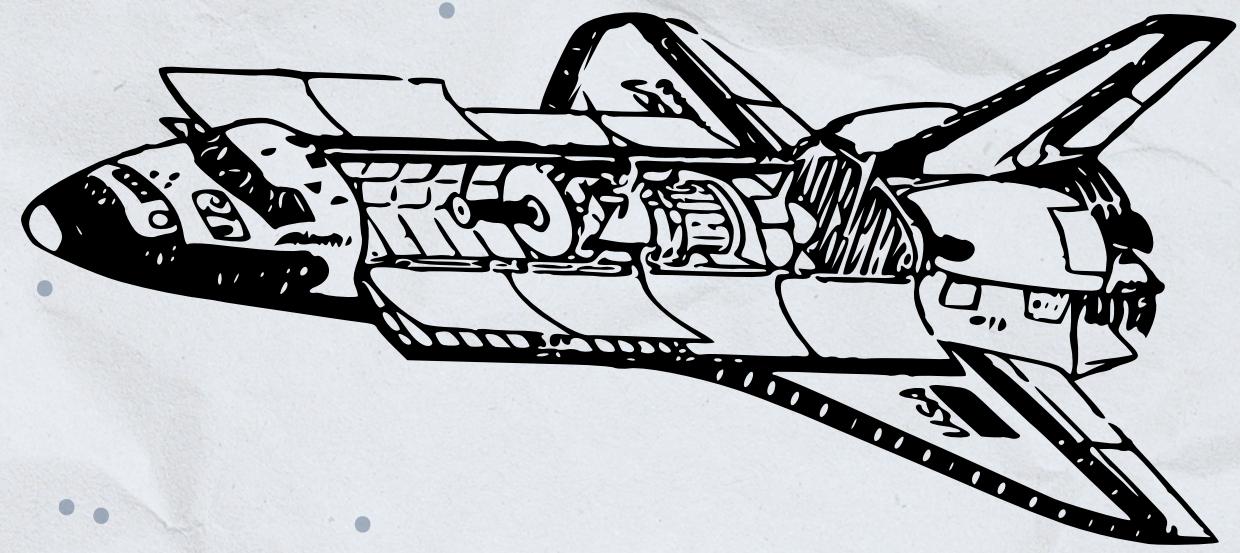
by celuloza

# MOVE, ASTRONAUT!

In addition to the physical constraints of their **environment**, astronauts are exposed to significant **stress** during their missions. The demanding nature of their work can be **overwhelming**, and being separated from **family** and **loved ones** for extended periods can negatively impact their **morale**.

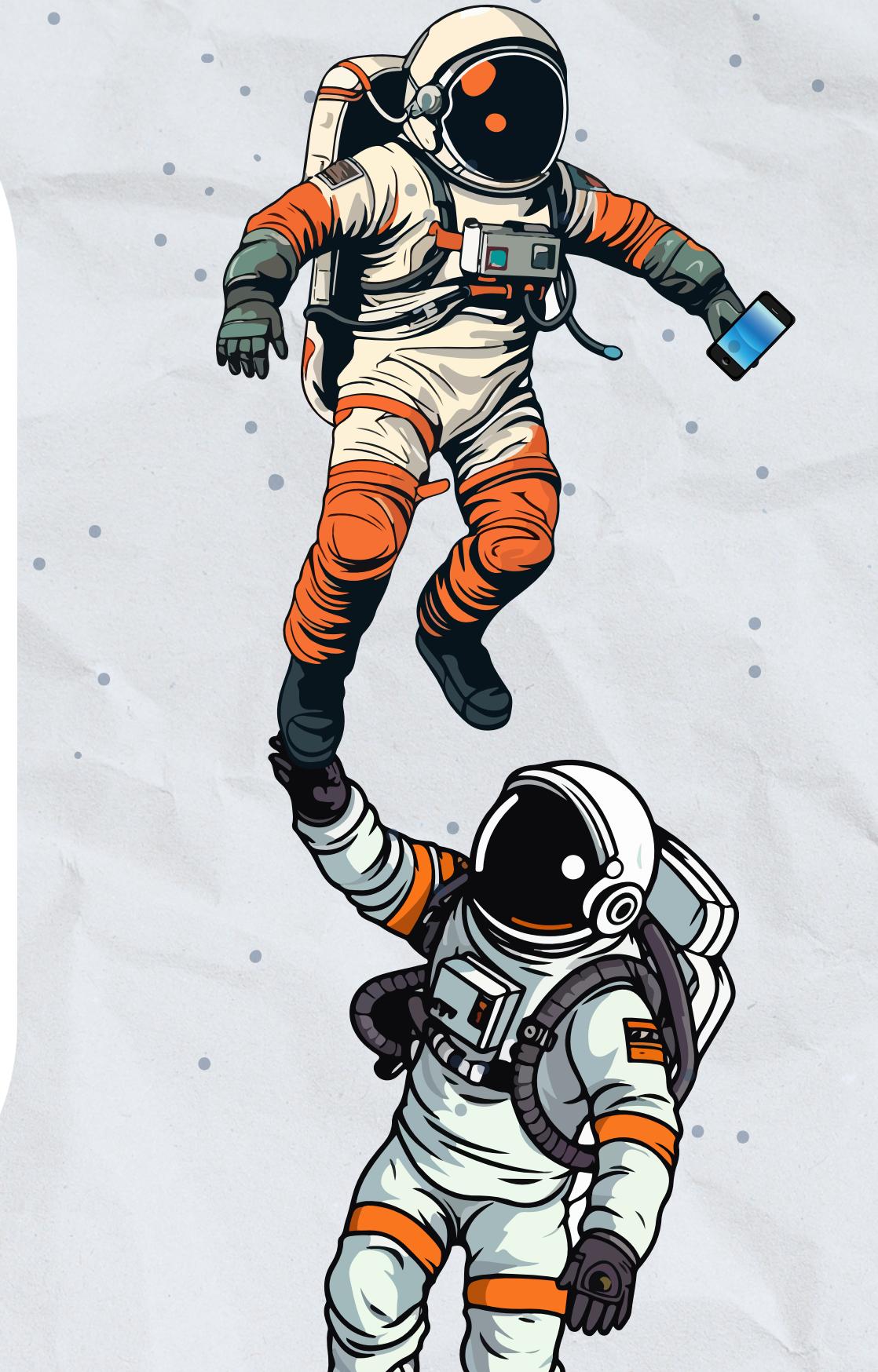
A **healthy body** leads to a **healthy mind**. Maintaining physical activity is **key** to achieving this balance. Movement triggers the release of endorphins, often called the "happiness hormones,. However, astronauts face a unique **challenge**. They have limited space (ironically because space doesn't have a limit). They can't play football or go jogging. But they can jump.

And they can float.

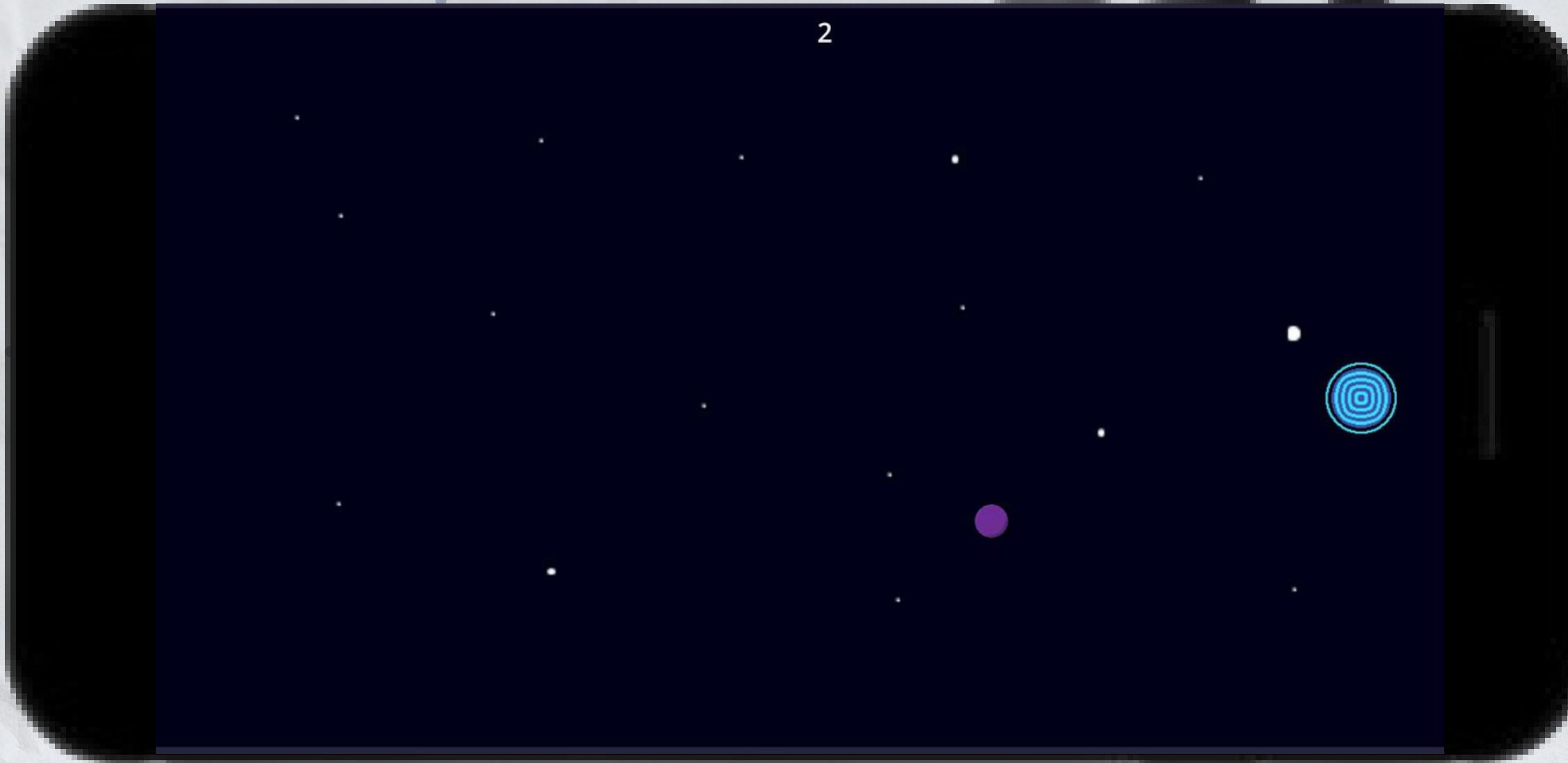


# SPACEBALLZ

While playing SpaceBallz, astronauts must ***tilt their phones and bodies***, to put the ball inside a changing circle. It sounds ridiculously easy, but in **space**, where **gravity** doesn't affect them, once they start to move or spin, they will remain in ***continuous motion***.



SpaceBallz encourage astronauts to ***move*** and ***cooperate***. They can play together and **assist** one another by holding hands, feet, or even spinning each other. This activity ***strengthens bonds***, enhances ***team relationships***, and boosts overall morale and teamwork effectiveness.



SpaceBallz offers a **simple** and **intuitive** design that makes it accessible to users of all ages, from kids to adults. The gameplay is **easy to understand** but still **engaging**, allowing both casual players and more competitive ones to enjoy it.

- As players need to carefully control their **movements**, playing Space Ballz can provide valuable **exercise**, potentially helping to counteract the effects of **microgravity**, such as the *loss of bone density* and *muscle mass*.

## WHY SPACEBALLZ?

# WHAT'S NEXT?

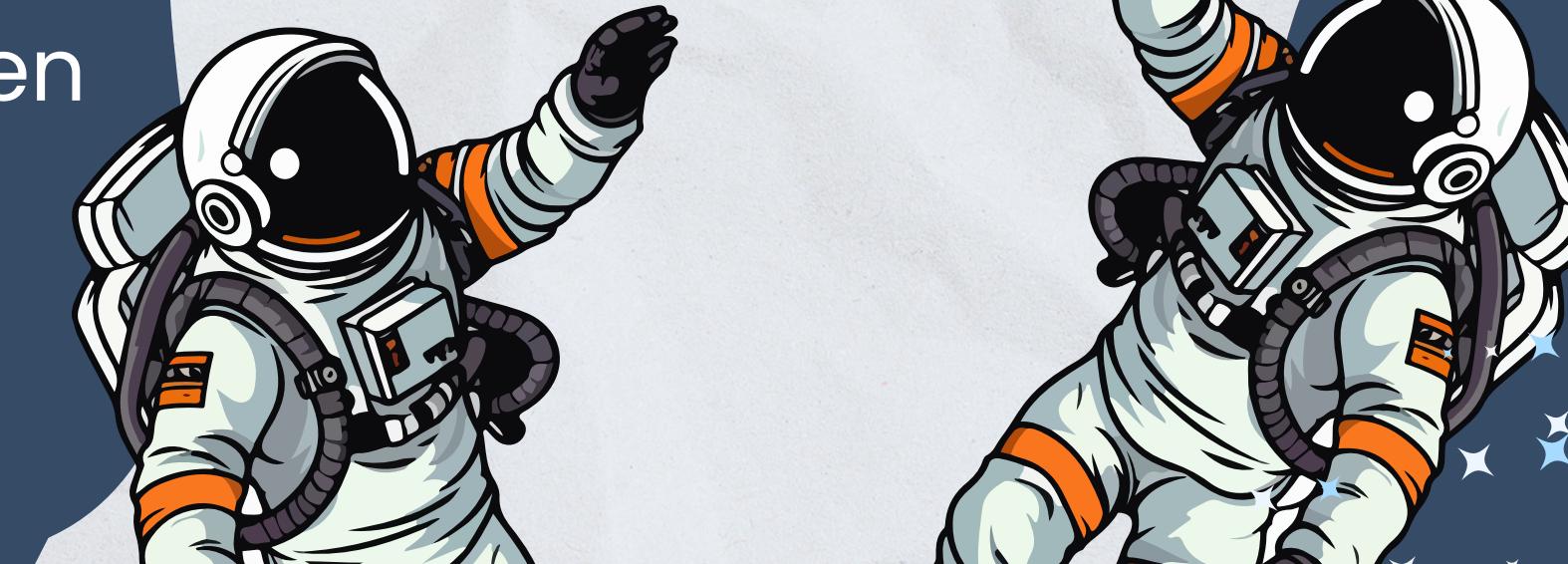
We plan to add **iOS support** in the future since the current MVP version is developed for **Android**.

To encourage longer playtime, we will introduce a **store** where players can unlock **skins** based on their performance, providing motivation to continue playing. Additionally, we will add a **timed mode and challenges**, such as a slippery ball and maze-like levels, for more competitive astronauts



## WHAT ABOUT EARTH?

They can also play SpaceBallz. By using their imagination, they can try to create conditions as similar to **microgravity** as possible (the best microgravity environment that **NASA's** parabolic aircraft can create is about **1/1000th g**). This experience may even inspire someone to become a **real astronaut!**



## ISN'T IT BORING?

Not at all! While SpaceBallz may seem simple, it actually offers a lot of fun and engagement. Astronauts can invent **creative ways** to play, such as bouncing off walls or guiding each other's movements. They can choose to **cooperate** by working together to keep the ball in play or compete to see who can earn more points .



# WHY WILL SPACEBALLZ WORK IN SPACE?

The SpaceBallz game relies on a smartphone's built-in **accelerometer** to accurately **track** and **respond** to movement. An **accelerometer** is a highly sensitive sensor that detects changes in both **movement** and **orientation**. It measures how the device **tilts**, **rotates**, or **accelerates** in various **directions**, sending this real-time **data** to the system. This allows the game to adjust dynamically to the player's inputs, making it responsive to even the smallest shifts,