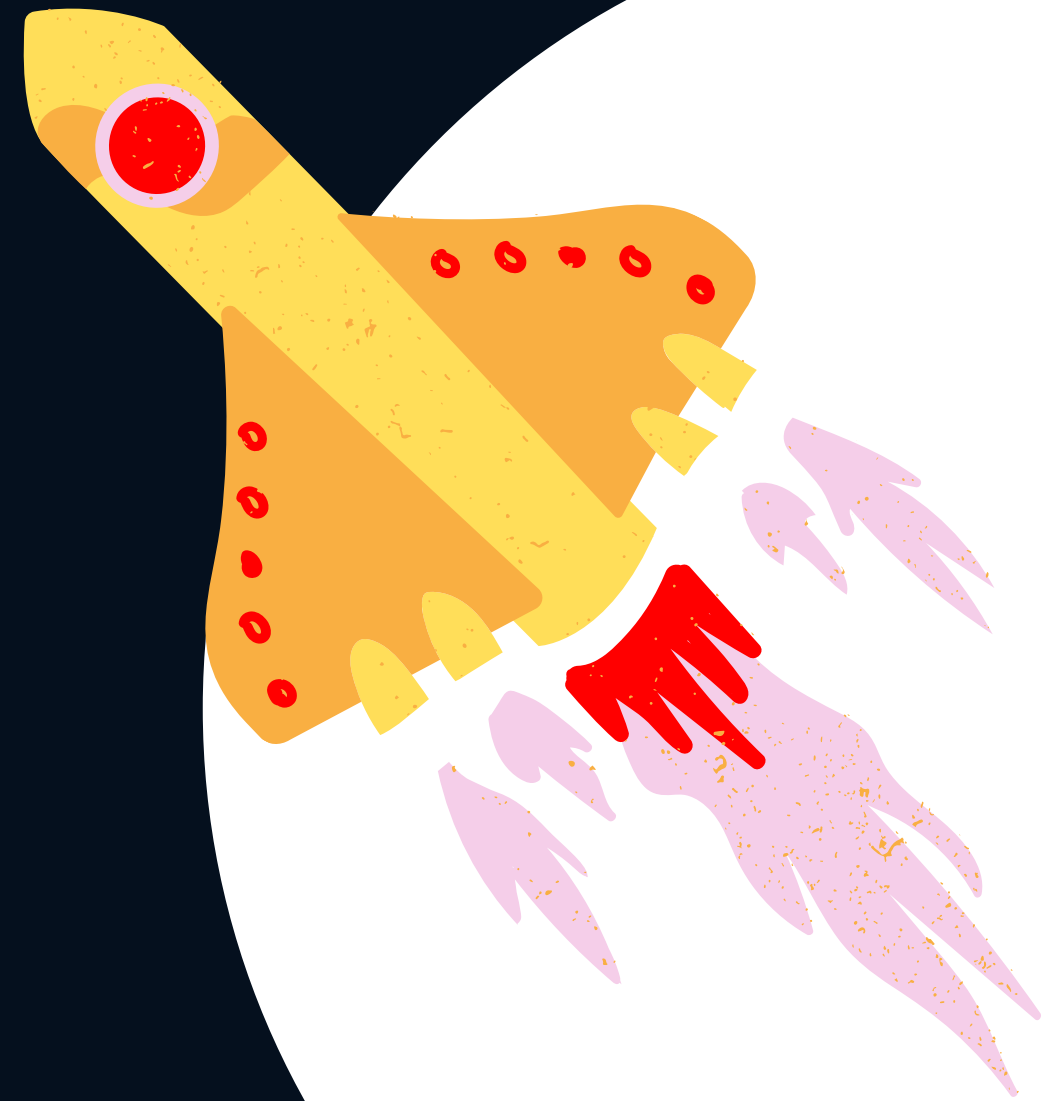


Celestial -Learning About The Beyond

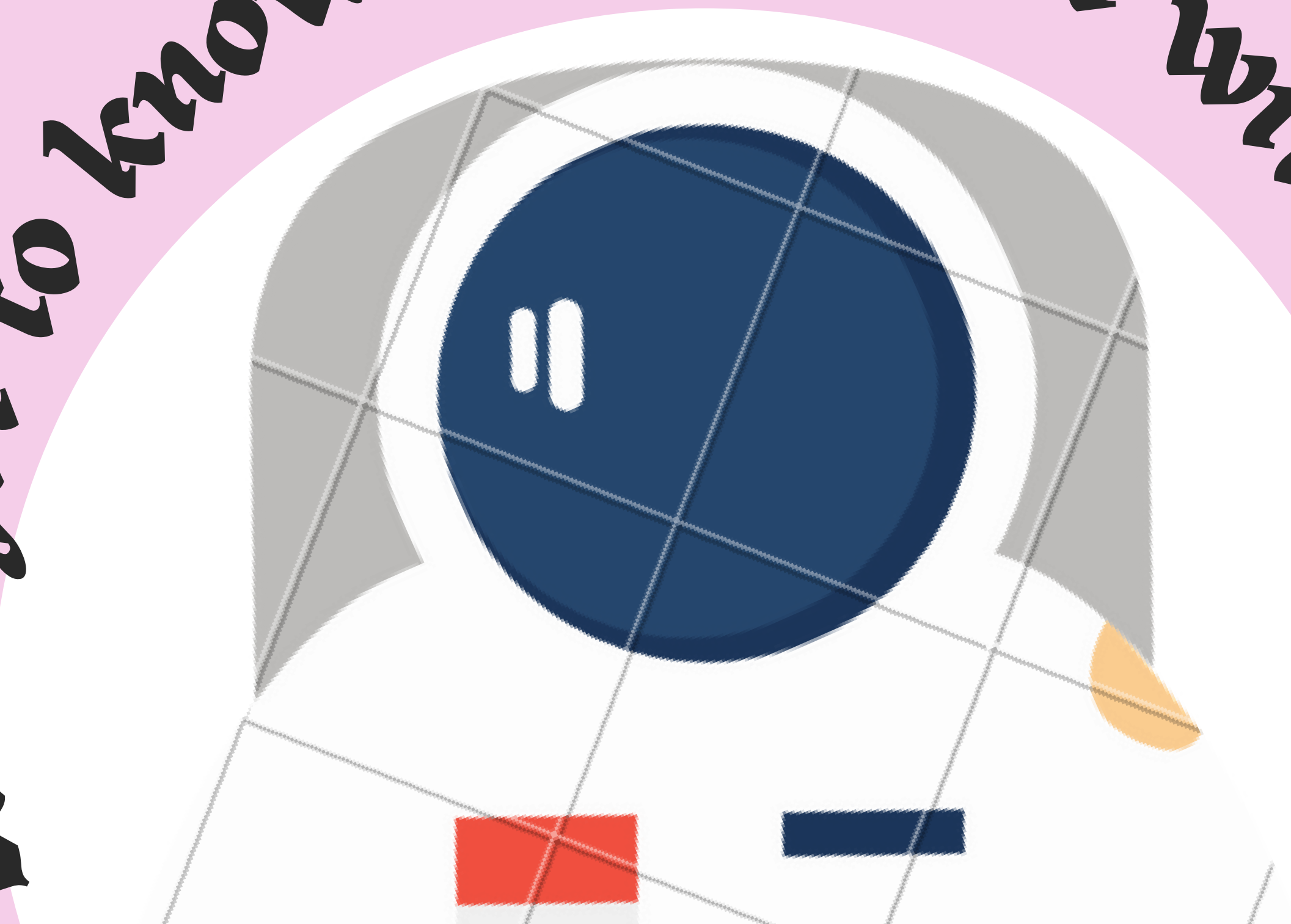
-By Team AETOZ



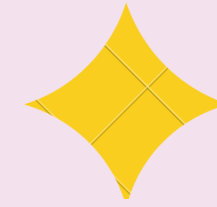
NSAC

Team Aetoz

Let's get to know outer space with our game.



NSAC Team Aetoz



About Our Team:

Challenge Chosen: Learning Through the Looking Glass

Team: Aetoz

Team Leader: Shaikh Rumman Fardeen



Team Member: Shailee Yadav

Jaysish Ganguly

Emmanuel Vijay Nicholas



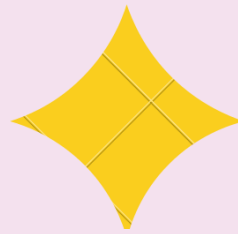
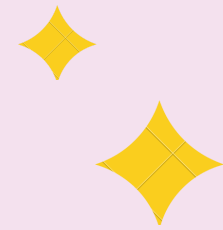
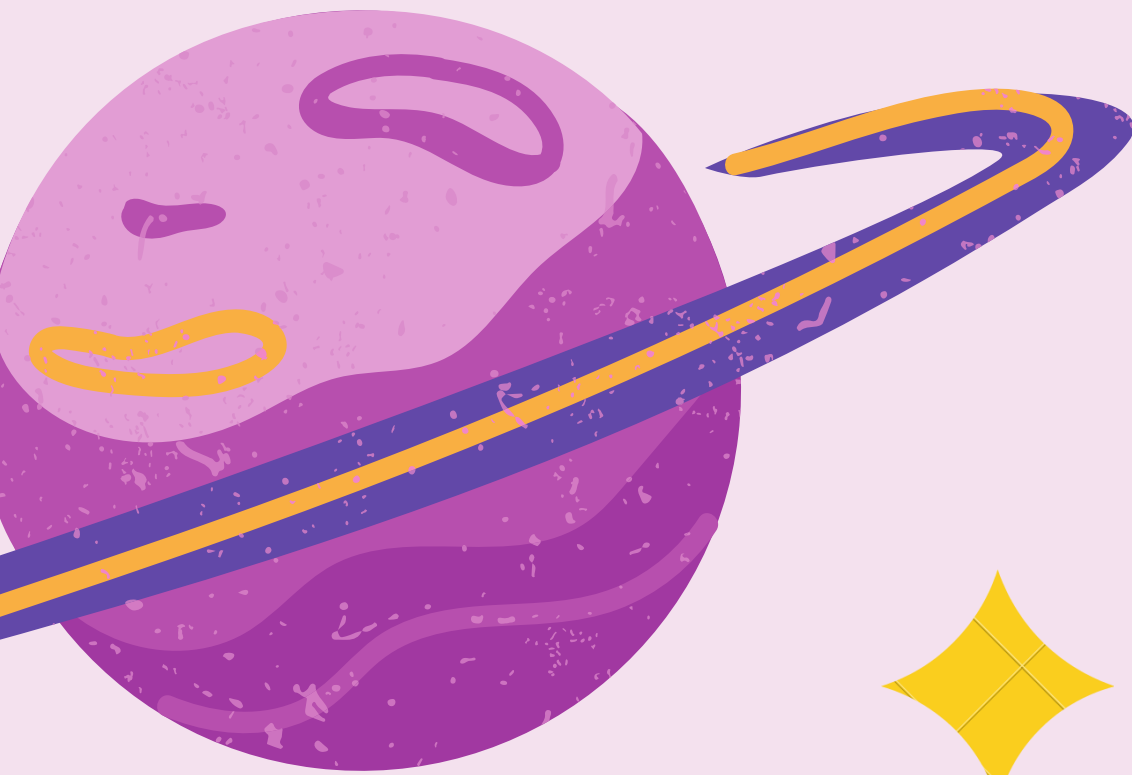
✦ **College:** Vellore Institute of Technology, Chennai



2022

NSAC

Team Aetoz



Problem Statement

NASA's James Webb Space Telescope is the largest, most powerful, and most complex space science telescope ever built. Your challenge is to develop a game to help people learn about the James Webb Space Telescope's amazing capabilities

2022

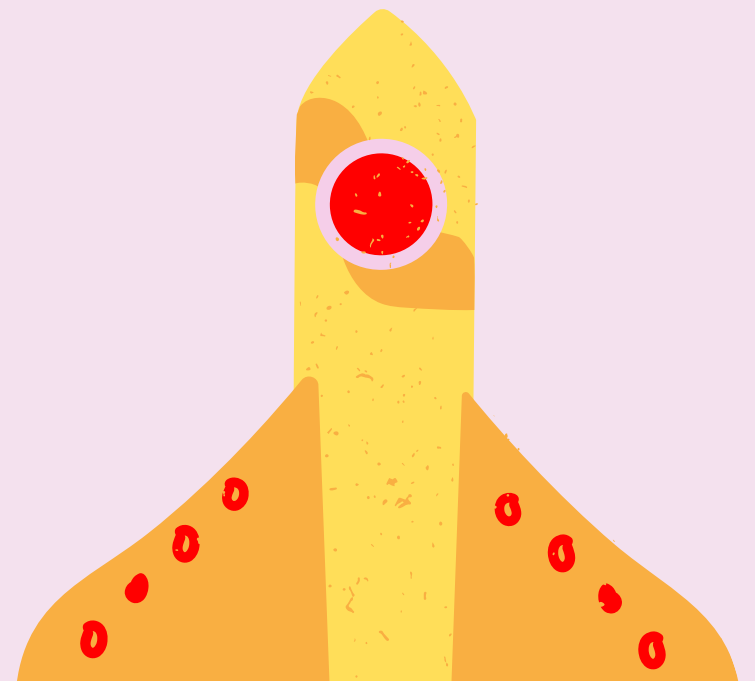
NSAC

Team AETOZ

ABOUT OUR PROJECT

Our project is an educational game aimed towards educating middle schooler's on the wonders of James Weber Space Telescope.

Games are a great way to educate the young audience. Middle Schooler's tend to have a less attention span, games make an fun and exciting way of learning new information.



Description of The Project:

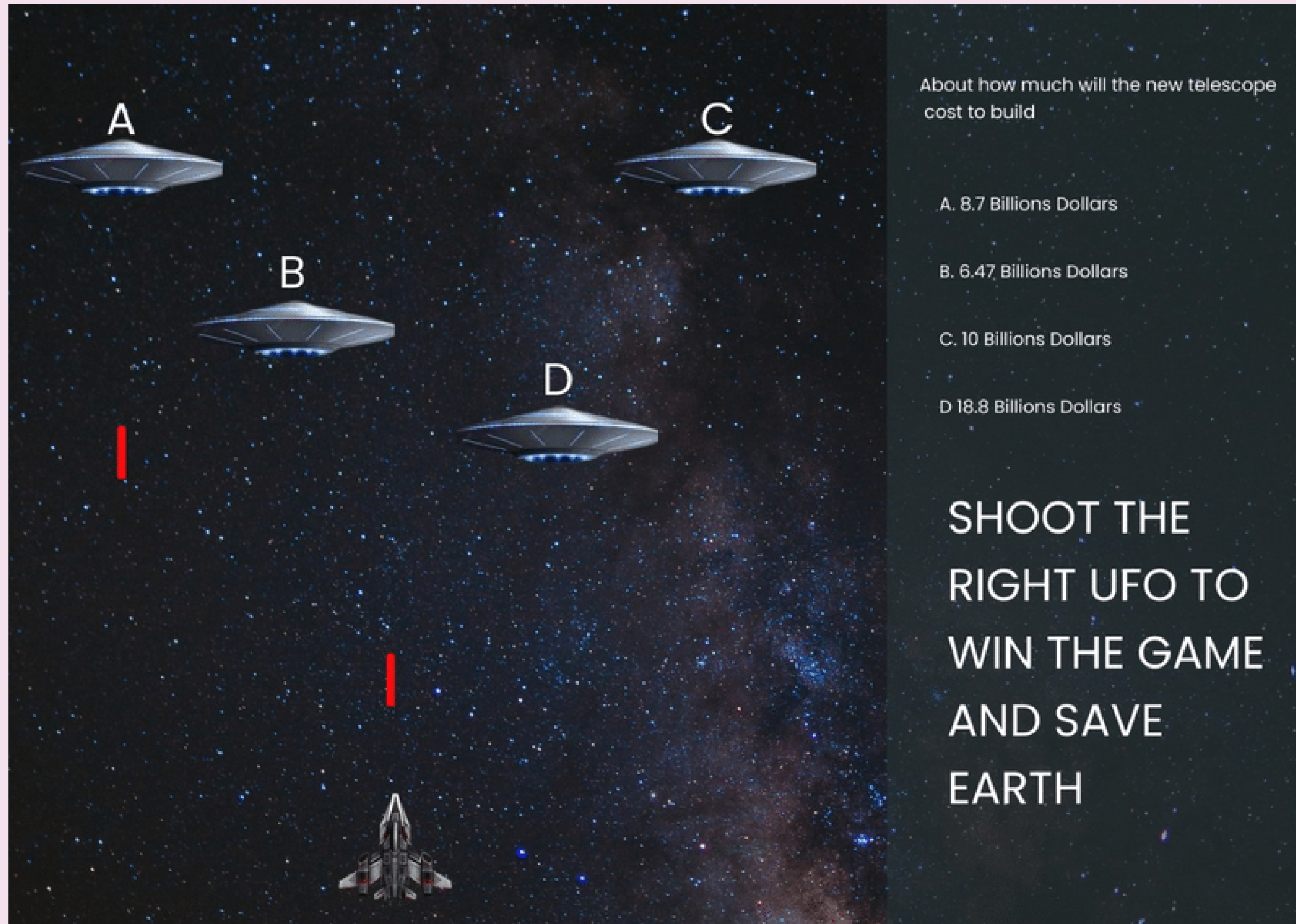
- 1. We will be implementing an Constellation Game
where multiple Dots will be shown and the name of the constellation will be
presented, the idea is to join the perfect dots and as it is done, a pop up will
be shown which will be about a short description of the constellation**
- 2. A Quiz game where cards depicting the pictures of
a certain galaxy will be shown and the user will be asked from which telescope
is the photo retrieved?**
- 3. A 3D-Blueprint Model of James Weber Space Telescope**
- 4. Space Invader game where the user can select the background.**
- 5. A Jigsaw Puzzle Game**
- 6. Info-section**
- 7. Credits Section**

The Game: Celestial

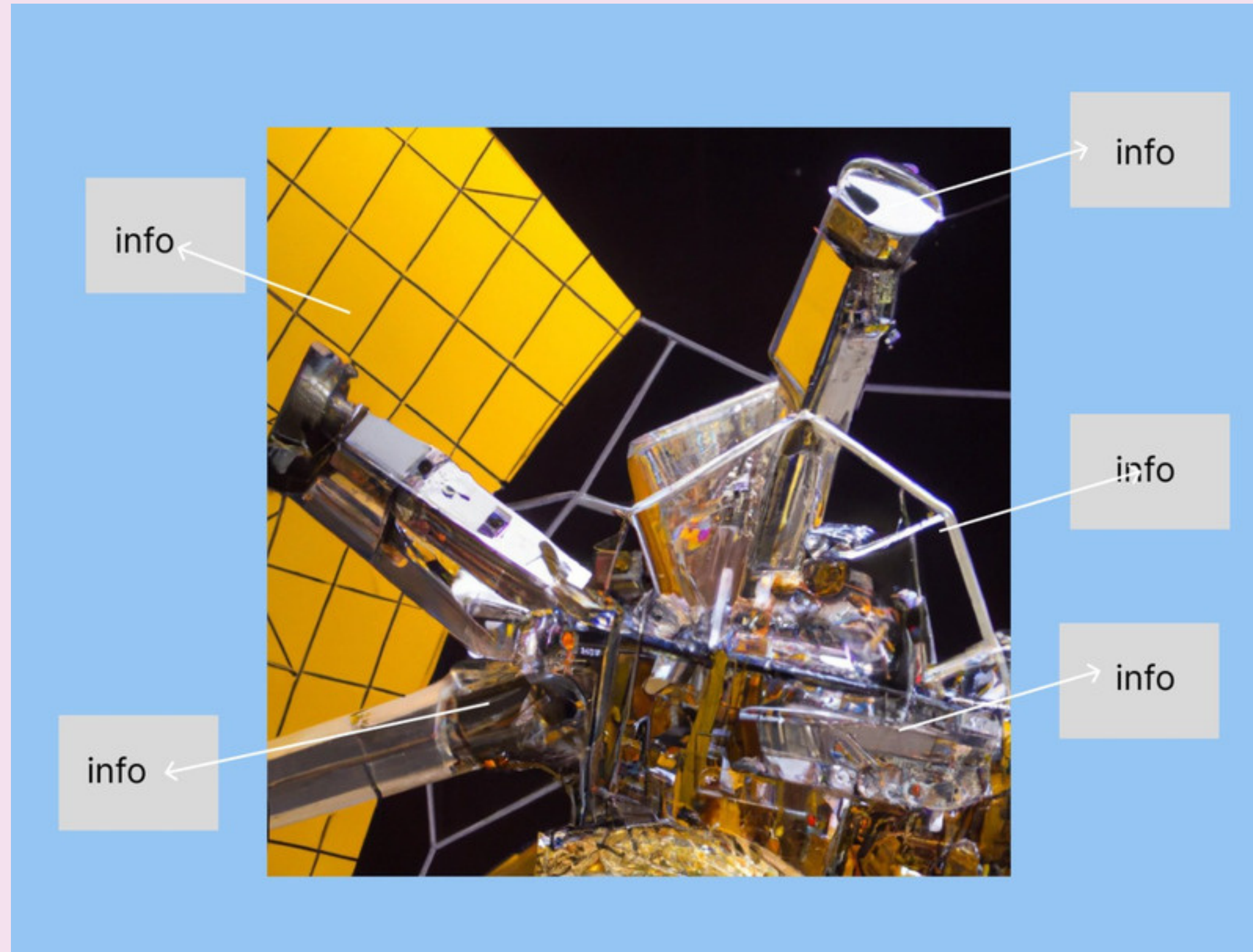


PROTOTYPE

Save The Earth:



3D JAMES WEBB TELESCOPE VIEW:



Space Clasher:



Learning and Experience:

We have been working for the past two days and it has been a great experience. As it was our first international hackathon, we were a bit intimated, but we struggled, pulled our sleeves up and worked upon the task we chose, Though we failed to make the prototype work, it was a great experience as we got to know about Pygame, Kivy, Blender and 3D modelling used in python.

We are looking for towards the result and make the event a great success and make our learning more amazing

Thank You

for your attention

