Yani Velasco

Multimedia Design

04.01.01: A website with a game

Muskorbit

https://yanivelasco.com/kea/1st/t1/m1/game/index.html

*https://yanivelasco.com/kea/1st/t1/m1/game/asset.html*

Concept

The entire game was thought from the beginning in the animations and the interaction with the user. The idea was to do something different than just objects falling or appearing. I then thought of making all the elements present in the Earth's orbit, rotating infinitely in different positions and speeds. And once selected, it disappeared like an abduction.

The story then should take place in space. I decided to base it on some old joke that the richest man in the world, Elon Musk, is a Martian, because of all his technologies developed in recent years.

But since man is only predicted to go to Mars in 2050, I thought it would be funny to draw Martians homesick and tired of waiting for their fellow countryman Elon. In which the objective of the game is to abduct all the new technologies developed by him and make mars a better place, not just sand and dull.
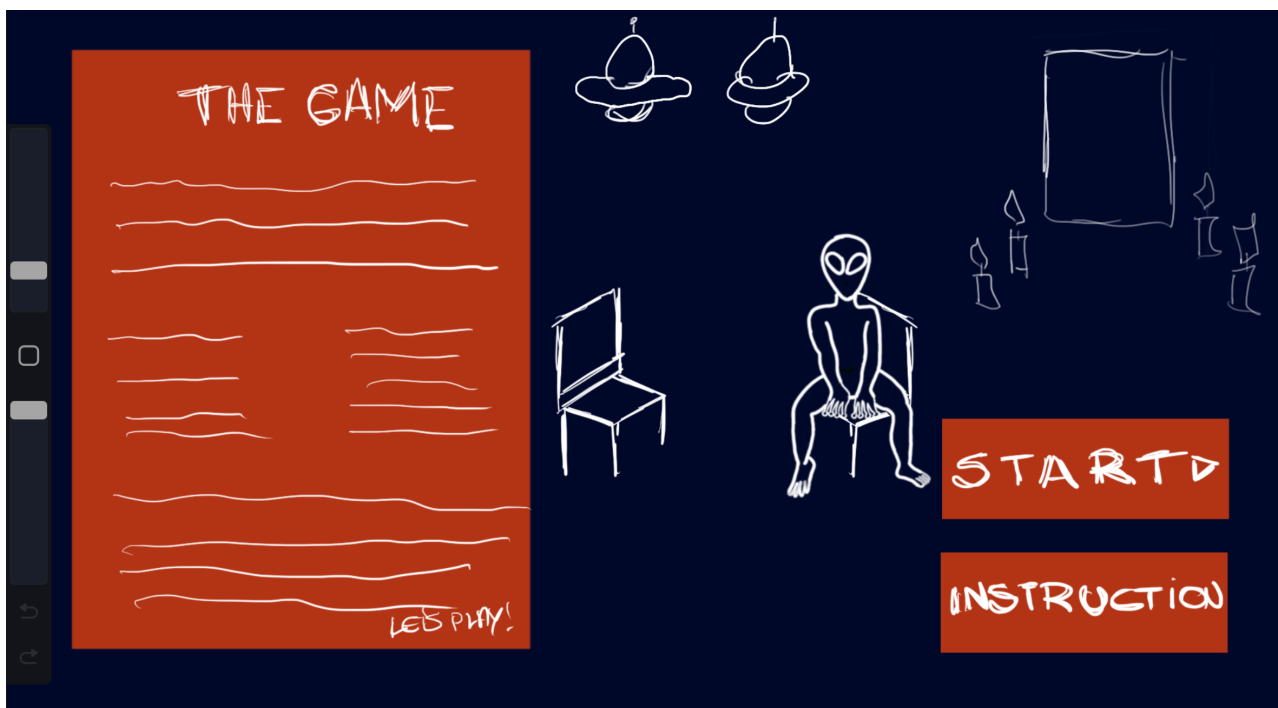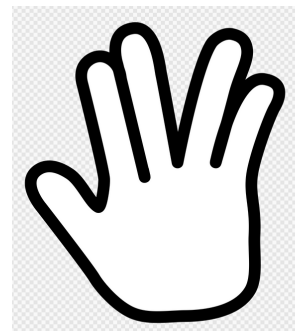
Elements

The design was based on darker colors to focus on the orbital and central elements of the game screen. The font used was Fira Code, with a terminal typing style that combined with the spatial environment.

I decided to make the pointer like the conventional one, but instead of being a pointing hand, it's the international UFO symbol.

Some elements were created to demonstrate situations that happened in the real-life. And to not just use the conventional company's logo.

For example, we have an actual Tesla flying in space. Of course, without any passenger:
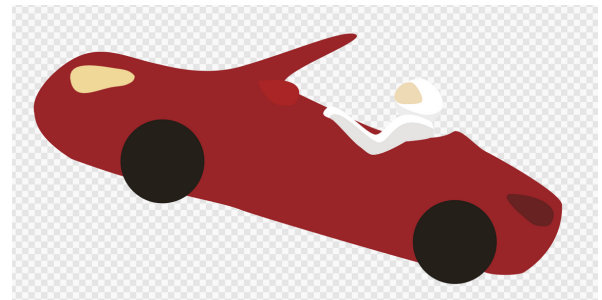
Elon Musk actually create one company call booring and make a flamethrower:

And in the company Neuralink, put some chip inside a pig brain to understand how it works: