



# öpernicus & Digital Earth

COPERNICUS  
MASTER IN  
DIGITAL EARTH





# OUR TEAM

NURBEKULY DASTAN



Game Developer

GOJDAR EMESE

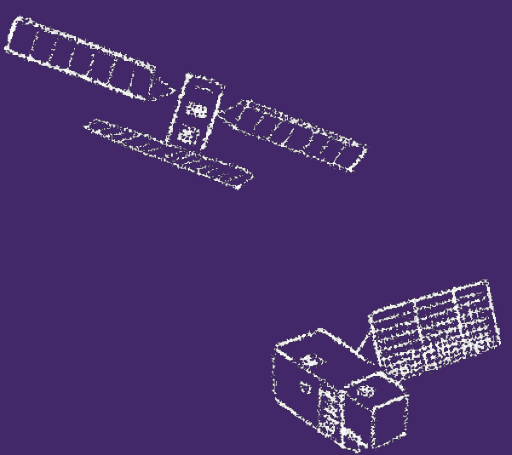


Game Artist

FEDYSZYN MARIA

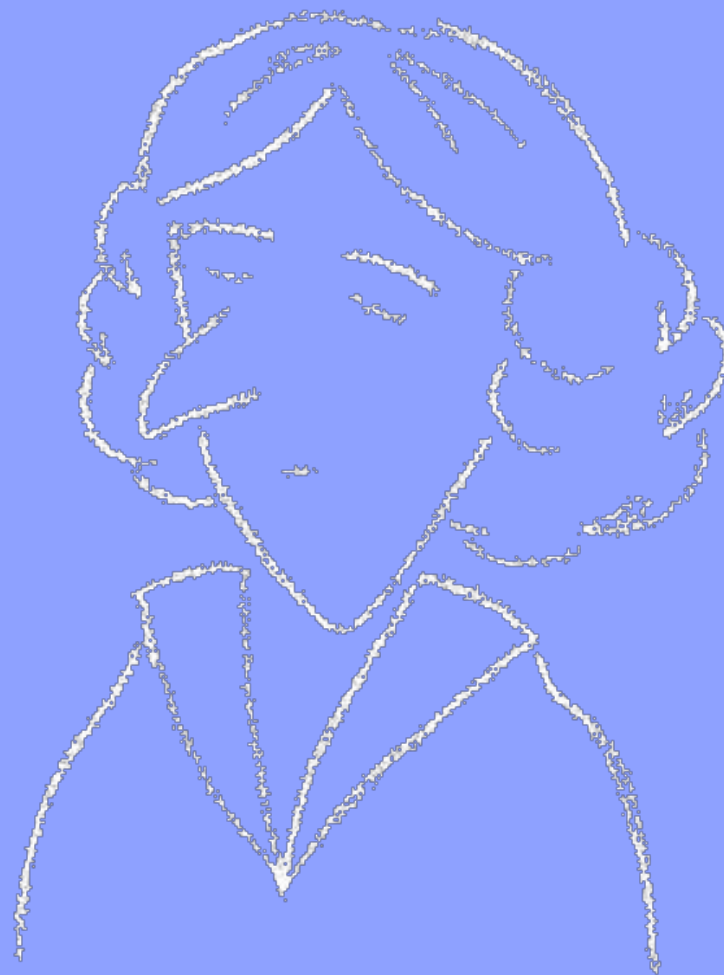


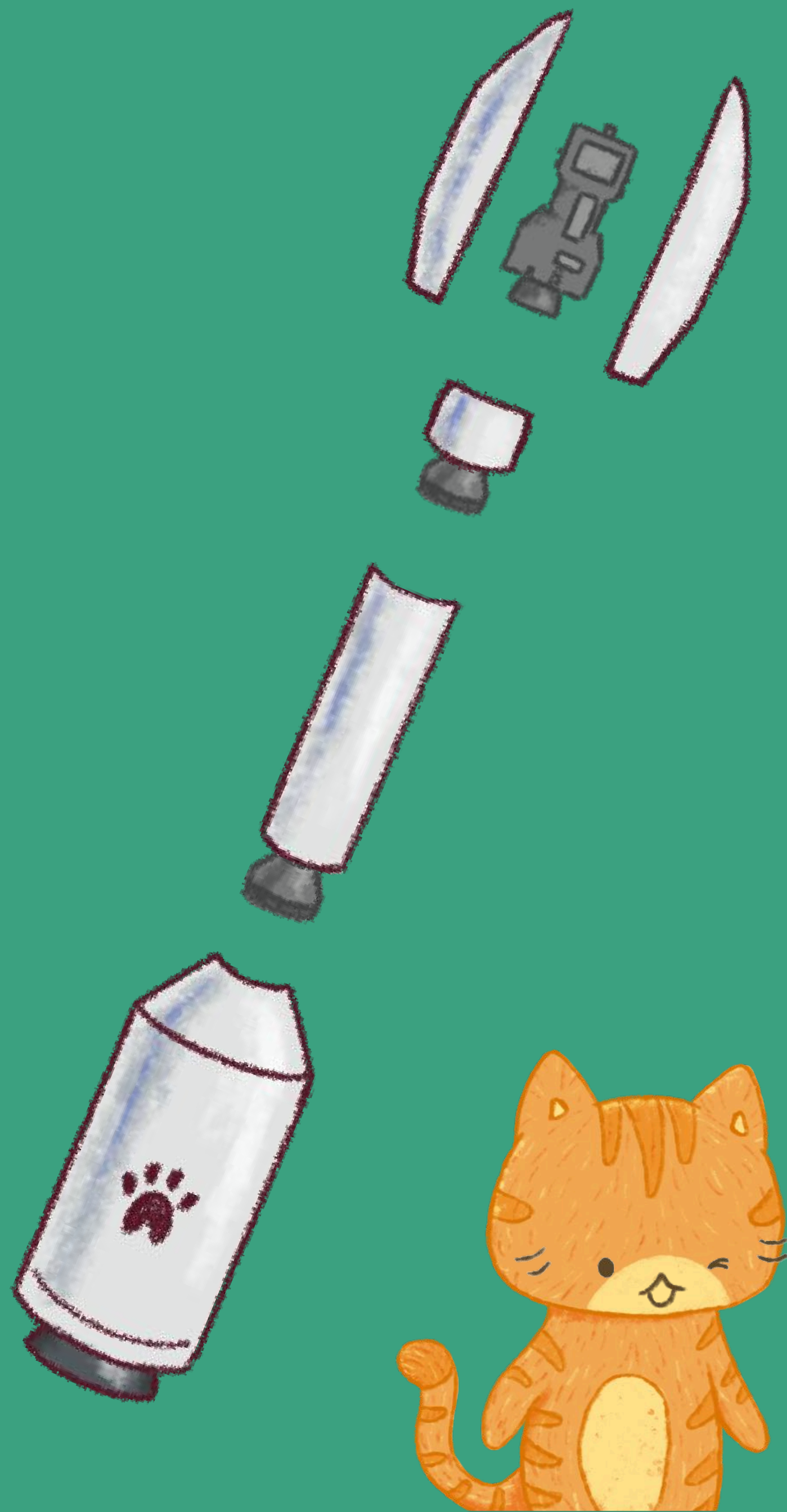
Game Writer, Narrator





A COZY PUZZLE GAME WHERE  
YOU ARE RECRUITED AS AN  
INTERN FOR THE COPERNICUS  
PROGRAMME



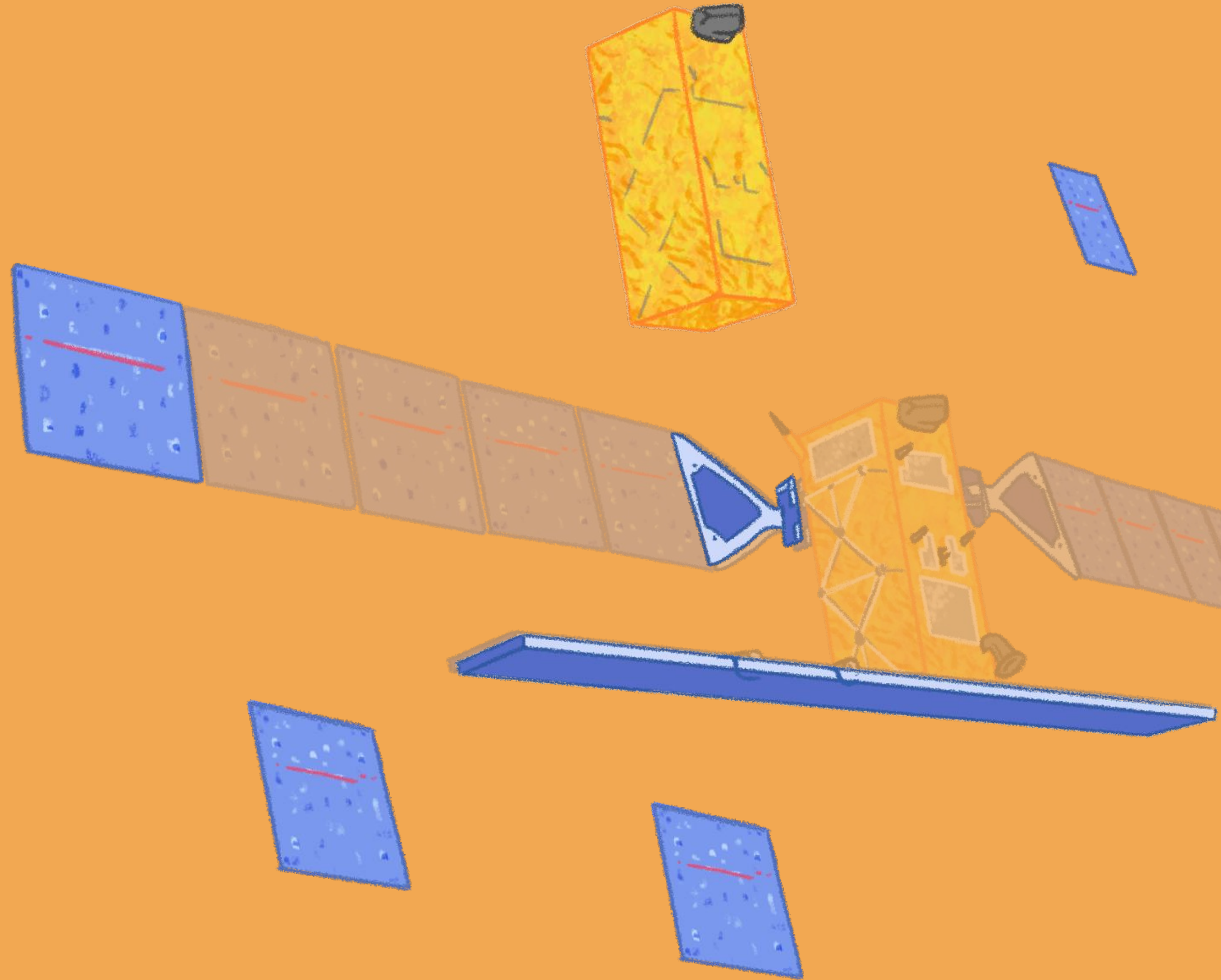


# CONCEPT

The game was developed as a project for Spatial Thinking course and is under development

# GAME OBJECTIVE

Your goal is to complete five Earth Observation related tasks and learn how data is collected







Land



Atmosphere



Climate Change



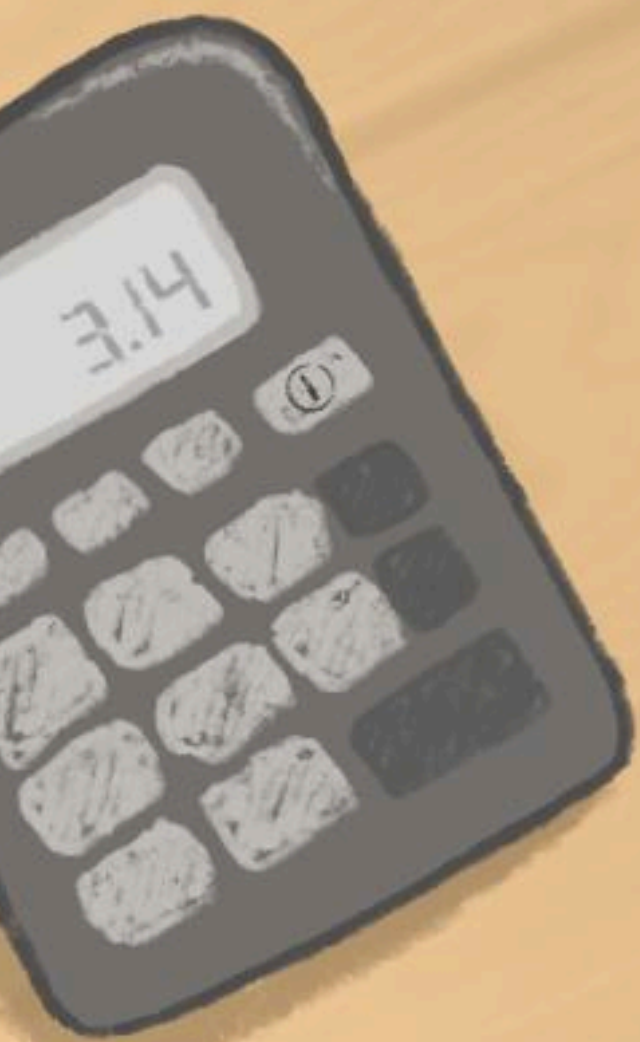
Marine



Emergency



Security





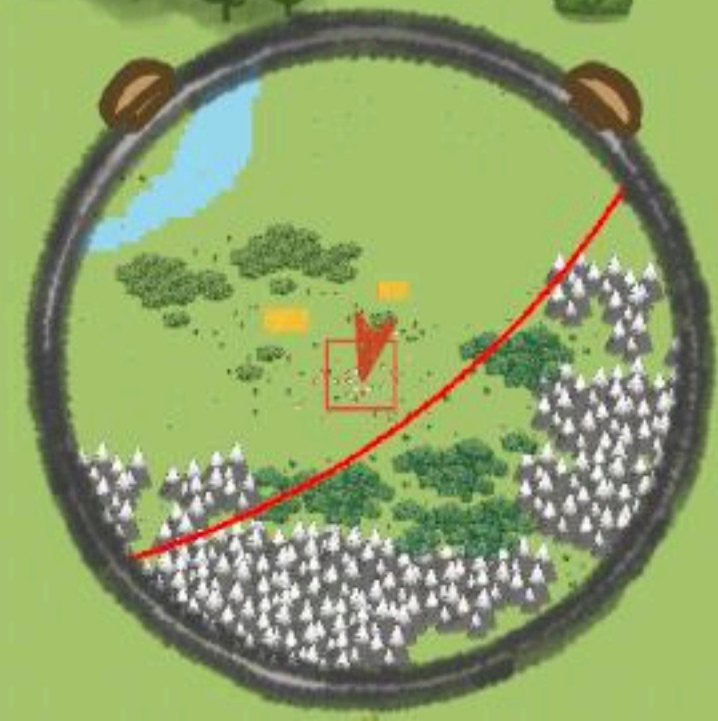
01:38

Settlements

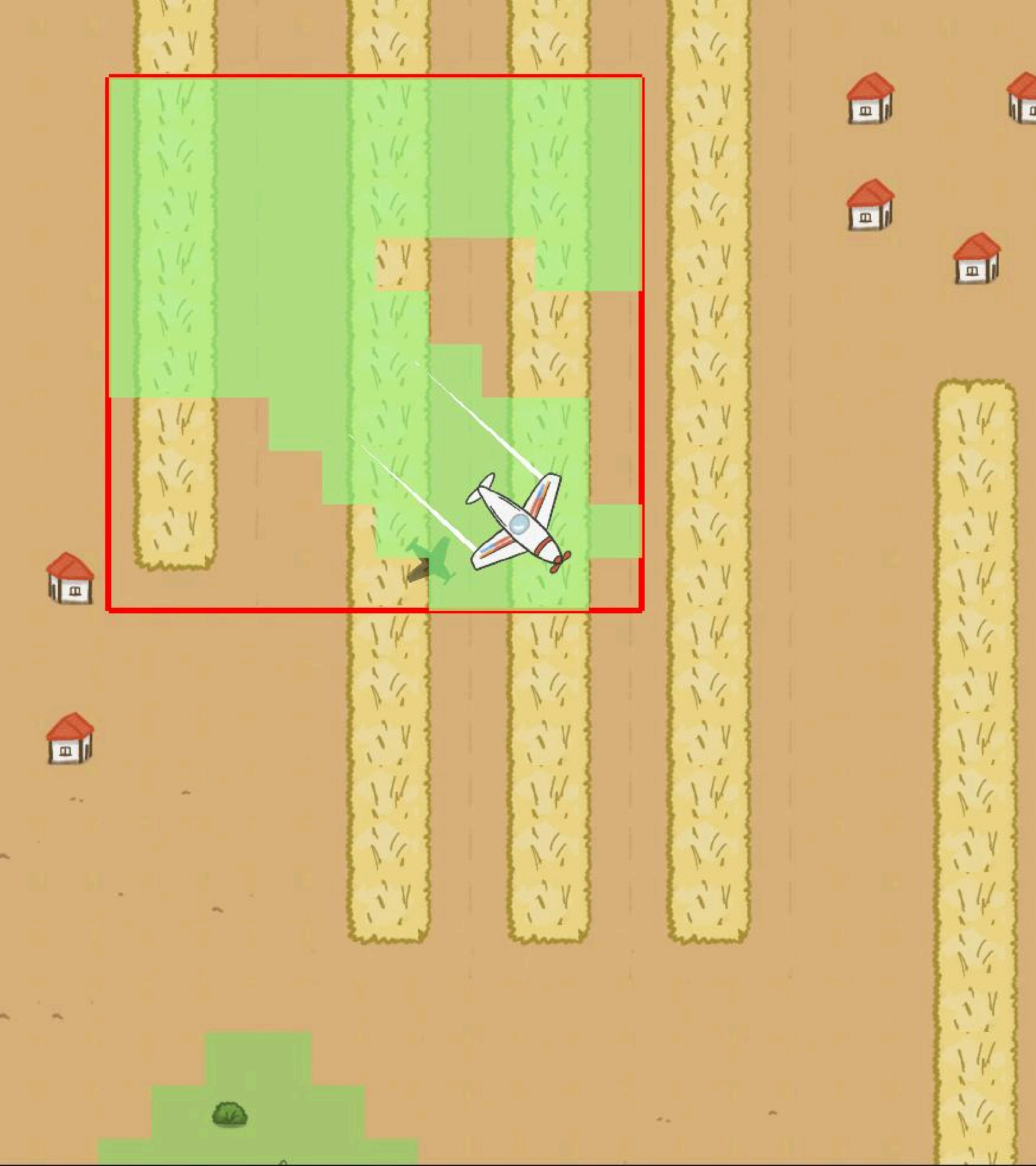
4/6

||  
pause

i  
info







As a pilot of an airplane, your goal is to capture images while managing limited fuel.



Sentinel 1

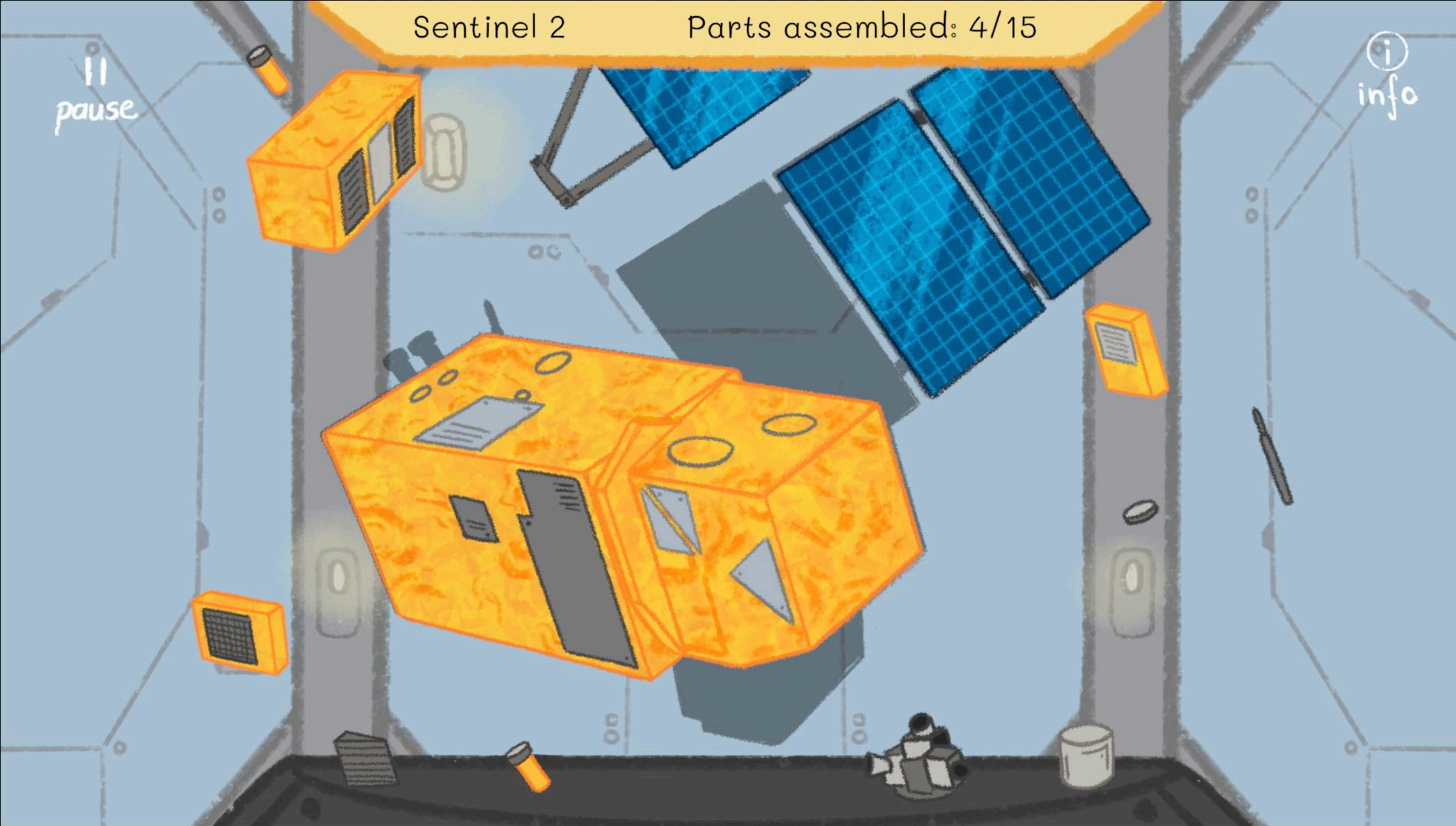
Parts assembled: 8/20

||  
pause

i  
info

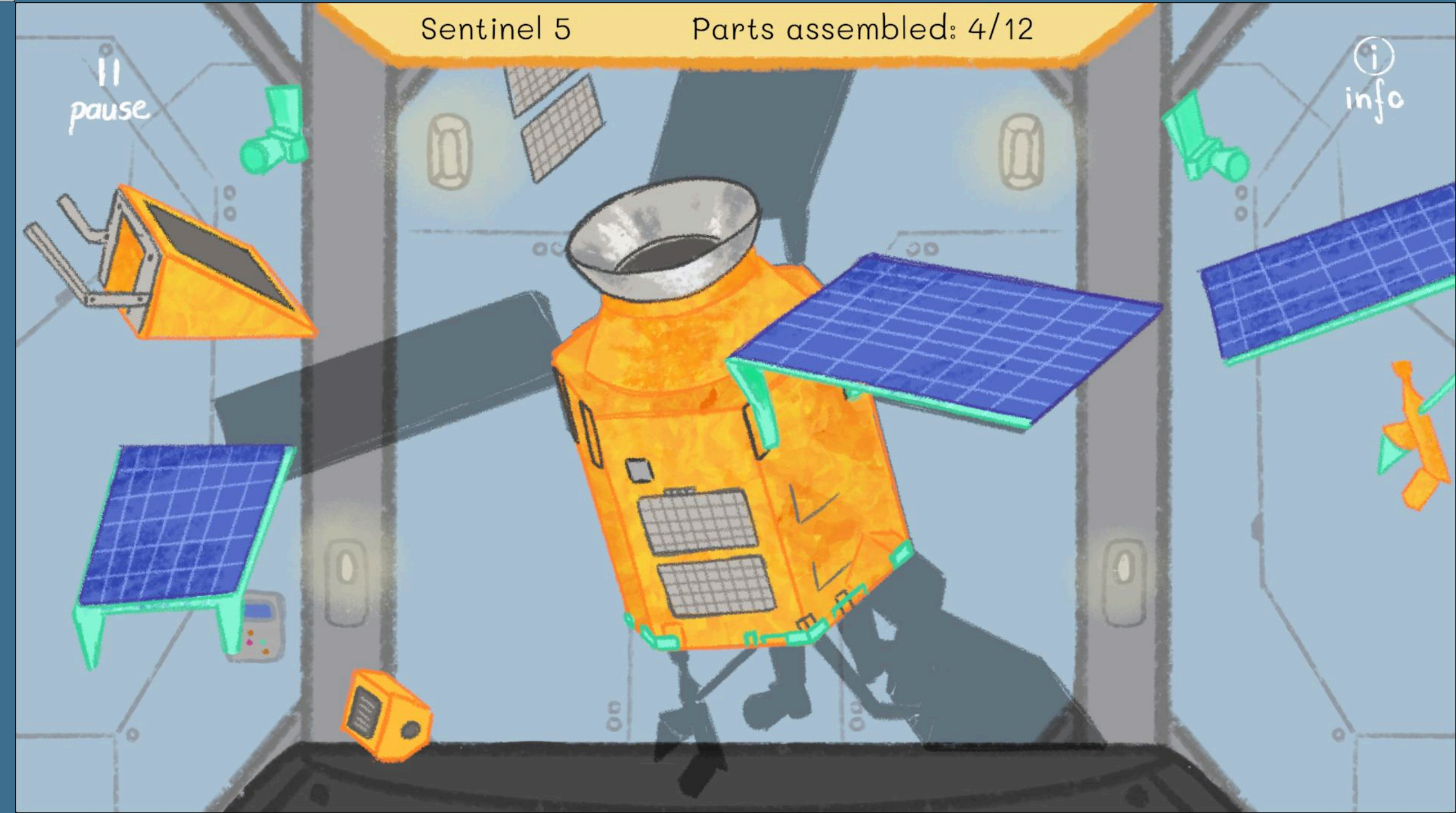






With each mission,  
you gain new insights  
about the satellites.

The information  
button provides an  
explanation of what  
each Copernicus  
service does.





||  
pause

Turn the booster ON

i  
info

Stage 1

Stage 2

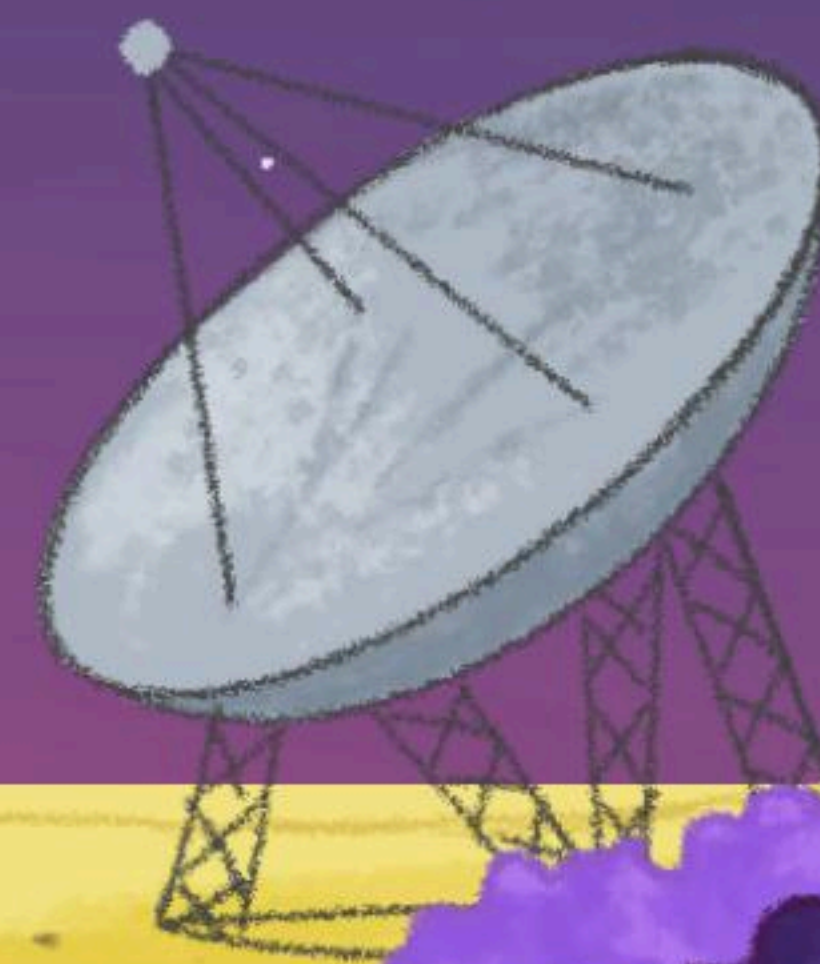
Stage 3

Stage 4

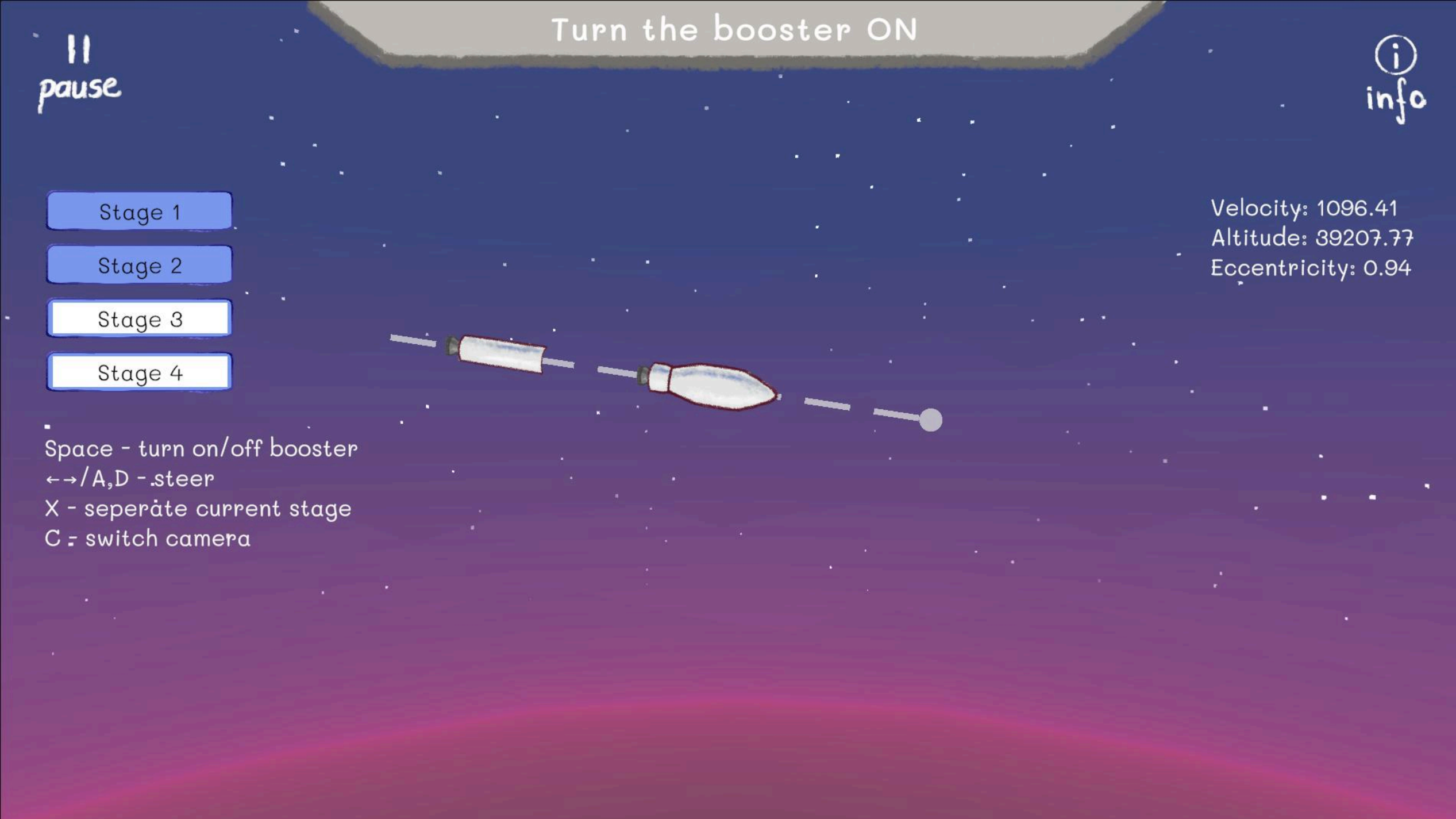
Space - turn on/off booster  
←→/A,D - steer  
X - separate current stage  
C - switch camera

my battery is low  
and it's getting dark...

Velocity: 0.00  
Altitude: 4.37  
Eccentricity: 1.00

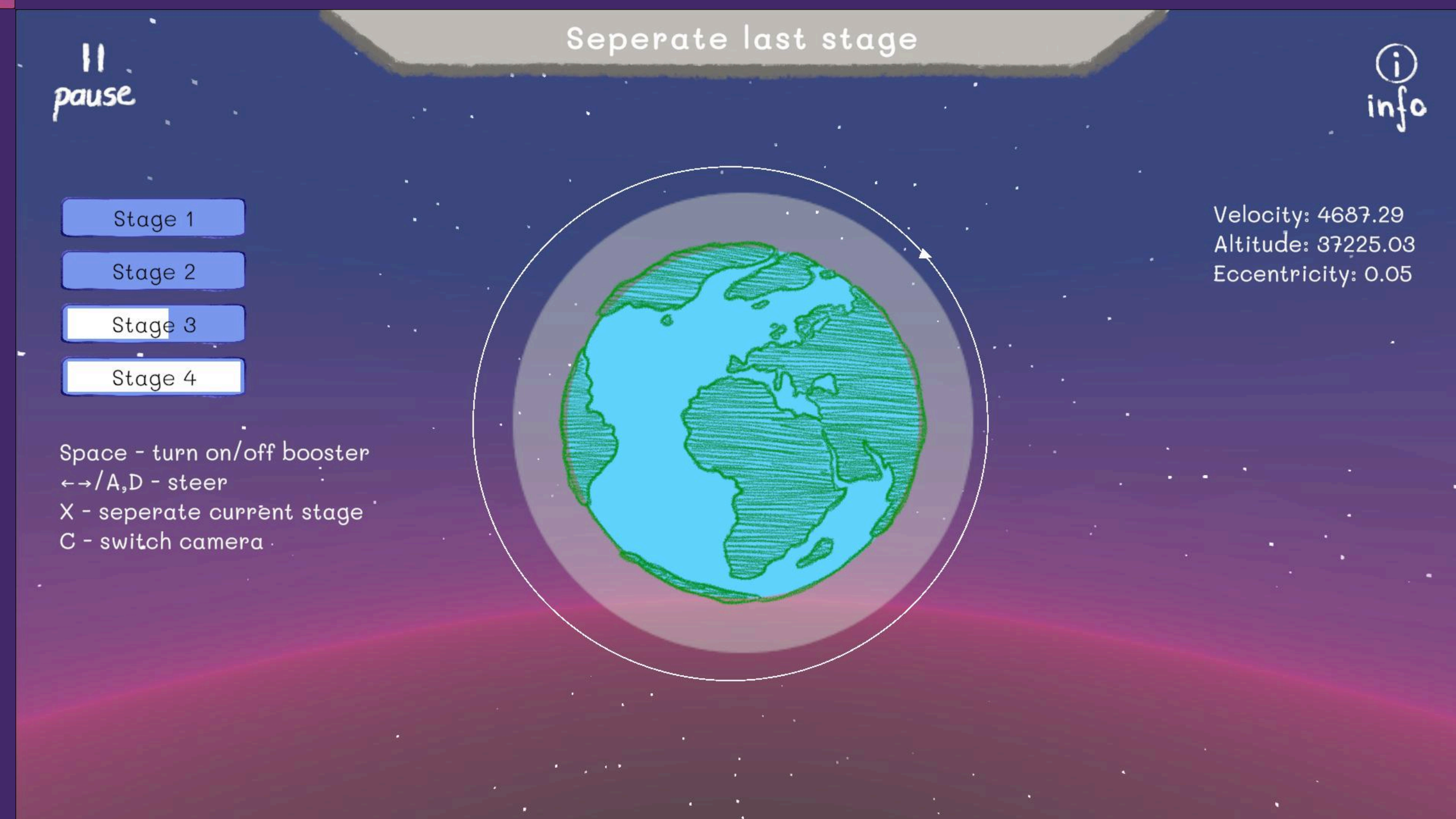






A realistic simulation of a space launch, featuring multiple stages like those of a Vega C rocket.

The universal law of gravity is applied to simulate realistic physics.





# OUR PROGRESS



## O1 CONCEPT

The core idea, gameplay mechanics, and objectives are outlined, setting the foundation for the game's vision.

## O2 EARLY DEVELOPMENT

The game begins to take shape, including the creation of basic assets, early prototypes, and testing core gameplay features.

## O3 FINAL PRODUCT

The game is polished, with final assets, optimized performance, and all features fully integrated.

## O4 FUTURE PUBLISH

The phase focused on preparing the game for release, including marketing, distribution, and gathering feedback for potential updates or expansions.



# LETS



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# TALK