

Computer Game



Below, students are constructing a lunar base model from common materials, using components designed with the help of a MOONBASE® computer game. The game was developed and marketed by KDT Industries, Inc. and Wesson



International, both suppliers of software packages for computer simulations, both located in Austin, Texas.

At **lower right** is the completed base. The various infrastructure elements—habitats, landing pads, power stations, processing plants and science facilities—are built by game players from graphic simulations constructed on the computer screen by the KDT-Wesson software package. The designs are realistic; they were drawn from NASA studies of advanced lunar exploration and colonization. KDT has been engaged for several years in such studies, working under NASA contract. KDT chose Wesson International to help develop MOONBASE because of the latter company's success with its TRACON multiplayer air traffic control simulator.

MOONBASE makes the player commander of a team

charged with building and operating a lunar base using NASA technology. The player has 10 years to explore the lunar surface (via his personal computer), select the best site, bring structures from Earth and assemble them intelligently into an efficient base. He must, in the process, contend with fluctuations in resources availability and with such potential disasters as meteorite strikes, solar flares and other difficulties of life on the Moon.

MOONBASE was introduced to student and teacher space enthusiasts in the summer of 1991 through a series of lunar base modeling workshops sponsored by the Texas Space Grant Consortium, also of Austin. The students pictured were among 50 outstanding minority students participating in the MITE program at the University of Texas-Austin; they used MOONBASE to get the design information, from which they built the base out of soft drink bottles and cans, styrofoam cups, cardboard and similar materials. The Consortium has also conducted six lunar base modeling workshops for students and teachers, including a three-day program, Liftoff '91, co-sponsored by NASA at Johnson Space Center. ●

©MOONBASE is a registered trademark of KDT Industries, Inc. and Wesson International.

NASA LUNAR STUDIES PROVIDED A BASE FOR DEVELOPMENT OF A COMPUTER GAME

