NASA SPACE APPS CHALLENGE 2026

SPACE RELIC

The Lost Treasures of Space

A 3D Educational Space Exploration Game

By: IMPULSIVE



About our project and the NASA challenge

Space Relic is a 3D game where you recover abandoned items in space, learn their history and uncover the legacy of NASA's past missions.

It is inspired by NASA's “Abandoned but not Forgotten” challenge about equipment left on the Moon and Mars.

We bring this story to life in a game!



Storyline and mission

You play a rookie astronaut exploring abandoned equipment across the Moon and Mars.

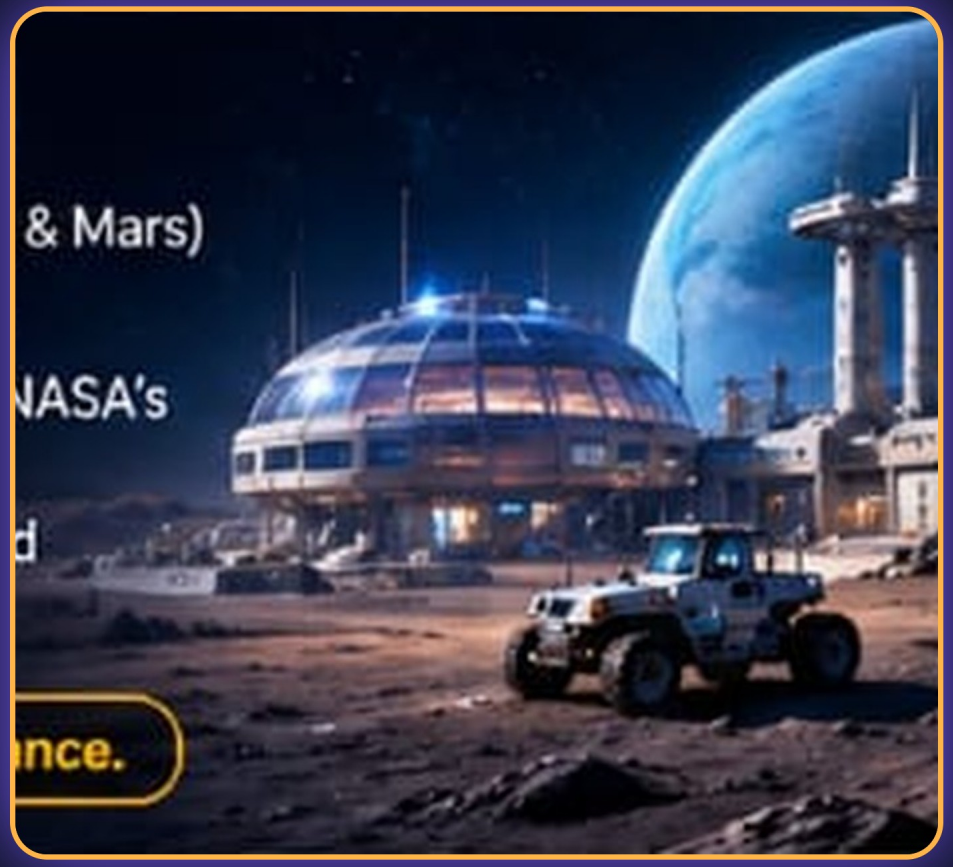
1. The First Discovery (Moon)
2. The Lost Station
3. The Mars Mystery
4. The Final Clue
5. The Ultimate Mission



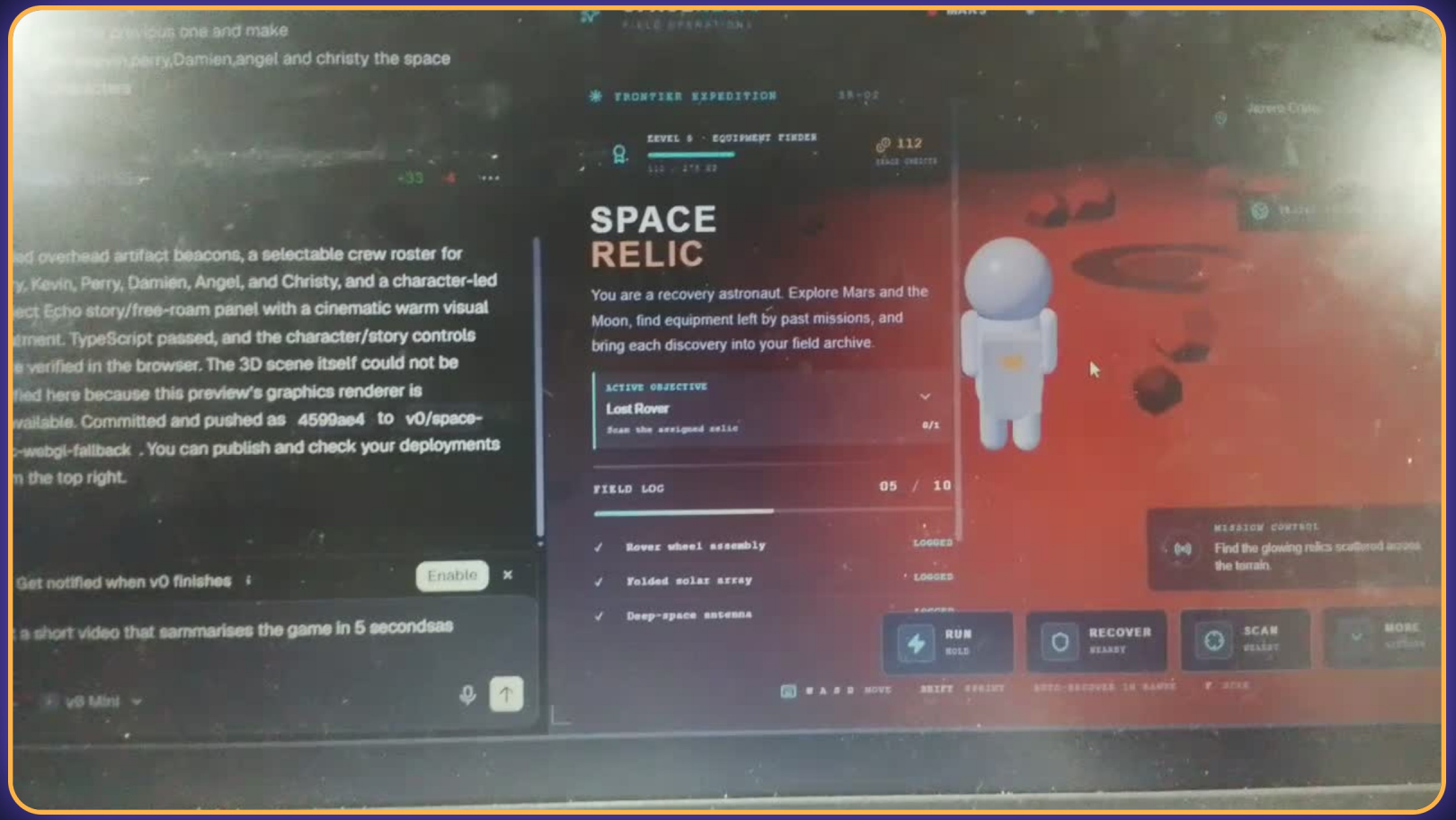
Gameplay

- Explore planets (Moon and Mars)
- Find and collect relics
- Scan and learn about NASA's equipment
- Complete missions and unlock new areas

Discover. Learn. Advance.



Space Relic in action



Real equipment, real stories

Moon relics

- Apollo Lunar Module stages
- Lunar Roving Vehicle
- Apollo surface experiments
- Laser retroreflectors

Mars relics

- Sojourner rover
- Spirit and Opportunity
- Curiosity rover
- Ingenuity helicopter

Tools we used

We combined AI and development tools to build Space Relic.

AI

ChatGPT

Generated the storyline and the prompts for the game, its updates and the graphics.

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Vercel

Front-end deployment.

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Visual Studio Code

Back end and API.

Our impact

✔ Makes space science fun and accessible.

✔ Inspires the next generation of explorers and innovators.

✔ Supports NASA's mission to educate and engage students.

Story elements are fictional. Facts about NASA equipment are checked against official sources.



IMPULSIVE

Team members

Jerry Angel Kevin Perry Christy

Together, we reach for a greater future!

