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## GAME REPORTS

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# Project Olympus: SPACEWAR

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### EXSUM

Project Olympus: SPACEWAR serves as a capstone game for Space Force SOS students to test their COAs developed during their instruction on the Joint Planning Process. It represents an abstract space environment with a variety of satellites and orbits. Players respond to four phases of events representing the build up to and initiation of conflict in space, additionally requests come from other Joint Component Commanders for support and priorities to place the students in a Joint mindset. SOS AY23 was the initial play of SPACEWAR within the SOS space curriculum and both students and instructors had great success with the game however due to a shortened development timeline, further refinements to the game are on-going.