PROJECT REPORT :

This is a basic project written in html5 and javascript to demonstrate the after effects and a rough simulation of the big bang . Here,user can also give his own number of planetery bodies(particles) and the percent distribution of these particles along the orthogonal axis.

PROBLEM DESCRIPTION :

We have tried to simulate the big bang.In this project we have given our implementation to the big bang along with some user interface to customize the simulations also.

SOLUTION PROPOSED :

We have given the user 3 prompts to get inputs regarding number of particles , spacial distribution in x,spacial distribution in y.The program takes these inputs and creates the simulations.

EXECUTION :

1.The program initially creates a single dot or the moment of unity which after a set amount of seconds explodes to a number of particles.

2.This basically works on the principles of random module.The random function then creates different particles at different positions which are fetched from the random method.

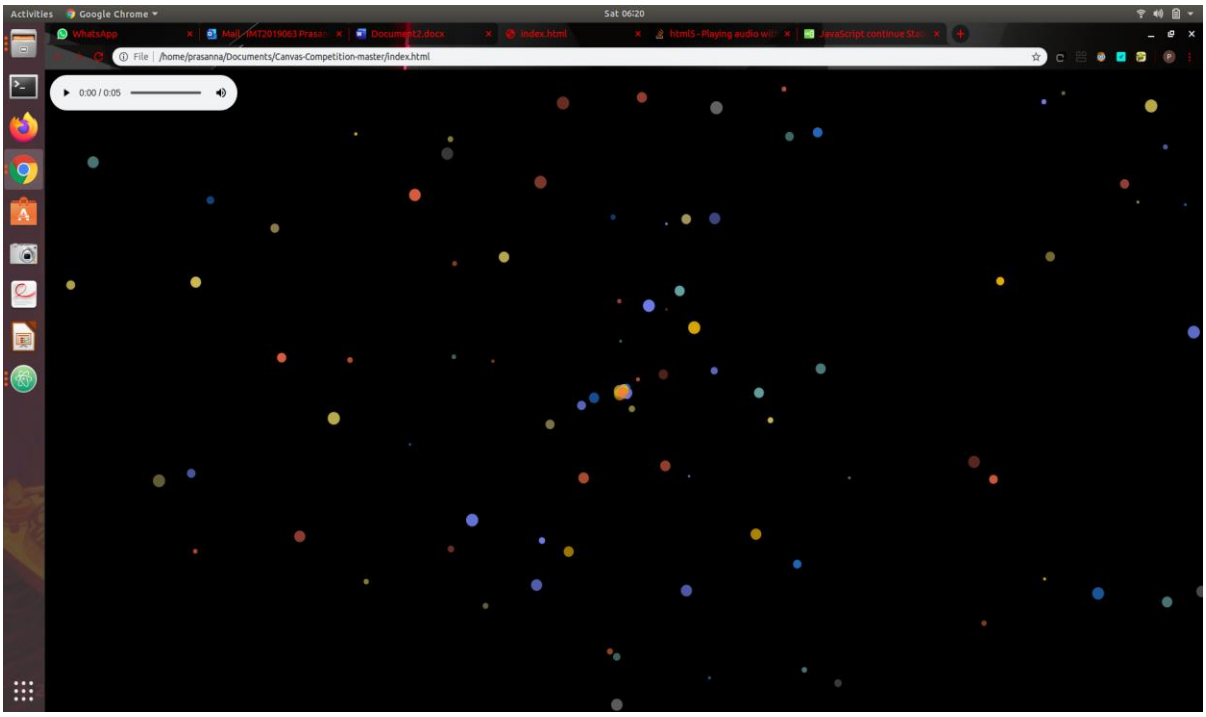
3.After a specific count the system cools down and in appears a rudimentery version of a galaxy.

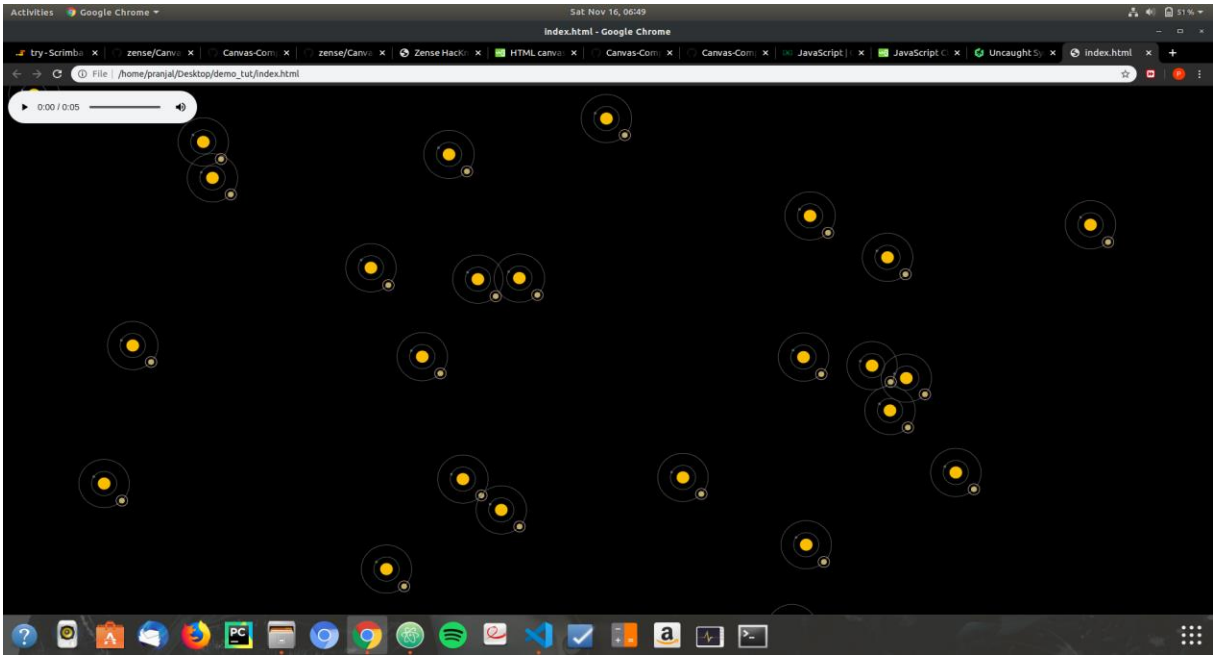
DIFFICULTIES WE FACED :

1.We were new to Js and OOP and hence that was a major difficulty we faced along the way.

2.There was a problem wrt the canvas framework regarding some functionalities which we overcame after a long struggle.

SCREENSHOTS :





TEAM MEMBERS :

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