The only thing I am changing is replacing the chemical reaction simulator with a planet orbital simulator. I want to make this change because I realized that the chemical reaction simulator is too close to my pressure on a container simulator. Both simulations include particles bouncing around in a container, so I was not really adding anything.

Instead, I want to make an orbital simulation where the user can see how different planets in our solar system orbit around the sun. The user will be able to choose between all the planets in our solar system including the dwarf planet Pluto. When the user chooses the planet and starts the simulation, a new window will open showing him the simulation which would be accurate with relative speeds. For example, if Earth takes 1 year to orbit the Sun and Mars takes 1.88 years, Earth would be moving 1.88 times faster than Mars. The distances between the planets and the Sun will also be to scale so that the user can see how far away the planets are from the Sun. On the side of the screen there will be some information regarding the orbit like how many years it takes for the selected planet to orbit the Sun and at what speed does it orbit.