Part 1 - Simulation Pitch

* Scope:
  + We make a solar system in 3D perspective using Unity3D
* Visuals in Simulation:
  + Show lighting on each planet
  + Simulate the full cycle on each planet around the sun
  + Show planet sized asteroids revolve around the planets’ gravitational pull
* Split Work/Assigned Work Chart
  + Seth - Pseudocode (checked?)
  + Slade - Sketches (checked)
  + Faim - Flowchart (checked)
  + Selina - Create a Base for our Simulation (checked)
* Coding/Programming Goals
  + Mainly focusing on gravity
  + Speed modifications (user friendly)
  + Cycle around the sun (using time scale)