NumPy & Python into CSV

CSV is a simple file format used to store tabular data, such as a spreadsheet or database. The plan is to have Python and NumPy to export CSV data to be consumed by the satellite.

Why use CSV:

- CSV can be parsed by Unity.
- CSV is plain-text file so almost all the frameworks and tools can parsed it also.
- CSV is small, very large table can be transfer easily with CSV.
- CSV is easy to use and can be read by human.

Blender or 3DX Max (2 Choices)

Blender is one of the most popular and easiest to use 3d modelling tools. 3DX Max, on the other hands, is rich with features but come with monthly fee as high as 185$ per month.

Why use Blender:

- Completely free.
- Support multiple 3D object's formats (e.g. OBJ, FBX, 3DS, PLY, STL, etc.).
- Has rich community support (There are many people who use Blender that can answer your question if you get stuck.).

Why use 3DX Max:

- Easy to use.
- Used by many professionals.
- Is a paid product so 3DX Max can produce higher quality than Blender.
- Has more features.
- Free with Student license.

Unity or Unreal Engine (2 Choices)

Unity is the best game engine for student and hobbyists. Even though, Unity may not be able to create a 3D application as beautiful as Unreal Engine, it is free of charge and multi platform.

Why use Unity:
- Multi-platform (Unity can build its application to run on iOS, Android, Window, MacOS, etc.).
- Completely free.
- Support both 3D and 2D application.
- The team has experience with Unity.

Why use Unreal Engine: (Alternative)

- It is capable of creating more beautiful 3D application (Better light, shadow, and texture.) than Unity.