



KNOW YOUR
SOLAR SYSTEM

INTRODUCTION

- Computer based learning
- Program made for children
- The main purpose is to create an adequate simulation of the solar system to get familiar with it
- You have two modes:
 - A normal simulation mode
 - A quizz mode

GUIDELINES

- What does it look like?
- How does it look like this?
- What happened when we made it look like this?
- How will it look like in the future?

WHAT DOES IT LOOK LIKE?

- Mettre image de la simulation au début sans le mouvement

SYSTEM

- You have menu on the terminal
 - You communicate using your keyboard
 - And it answers using text display
- You have a number of indication on the simulation
 - The planets
 - Their names
 - Their orbital trail

INTERACTING WITH THE SIMULATION

- Number of possible actions:
 - Stop or resume the animation
 - Show or hide the name tags
 - Show or hide the orbital trail
 - Those are done using the keyboard and state variables/ booleans
- With the terminal:
 - There will be questions displayed
 - You just have to follow the instructions

HOW DOES IT LOOK LIKE THIS?

- You create planets:
 - Planets is a class of variable we created
 - It contains multiple values: radius, position, speed...
- You give them texture
 - bmp picture
- Then you draw and position them
- Then animate them
 - The animation is a translation computed using the speed

ISSUES WE MET

- The main issue was to create planets and adding texture to them
 - New way to create the spheres
 - Find picture for the texture
- Creating the quiz system

THE FUTURE?

- Maybe add difficulty by adding moons
- Beginning simulation with remoteness animation
- Change the planet at the center of the view

THANK YOU FOR LISTENING

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