

N-BODY PHYSICS GAME

Fly around a handful of systems filled with thousands of blobs of matter, with gravity all physically simulated in real time.

The “game” is more of a fun way to explore the code I put together for n-body physics. It was the first thing I wrote for C# and Unity, and I mashed it together with some work I later did for a uni project. The code is available on my GitHub along with a download for a build of the game, however I will forewarn that parts of the code were written before I understood conventions of even OOP in general.



The controls are simple, wasd move, f to interact with a few objects, pressing alt lets you move the mouse pointer to click UI/buttons on screens. When flying the ship controls are on your left panel. There are two control panels for warping to a new star system. One just before the bridge and one in the observation deck.

