① Define Planets

-Mass
-Radius
-Velocity/Accelation

-Python
-SQL

② Create motion

-Numpy

-(G*m1*m2)/r^2
-Calculations
-F=ma [a=F/m]
-sin, cos, tan
-Keplers laws of planetary motion

③ Draw/Translate visually

-PyGame

-
-Circles(2*Pi*r)
-Movement(While loop to translate)