Position of the two spawned turtles can be found out by Pose and the initial velocity is given. So from these two i can find the total energy. Since the eccentricity of the path followed depends only on total energy and angular momentum, we can find angular momentum since we know the distance from centre of mass and also initial velocity (and angular momentum being constant),we get angular momentum. Using these two we can find eccentricity and by getting eccentricity we can sort out what motion it will do. After this by the orbit equation for the different motion, I can simulate it(I have given the simulation for elliptical motion for one turtle, like this I can do for the others using the parametric coordinates). Moreover since L (angular momentum) is constant angular velocity is inversely proportion to distance squared.

e=root(1+(2\*Energy\*(L\*L)/m\*k\*k)) where k=Gm1m2