Objects = Astronomical object -> Stars / Planets / Moons

Behaviors

* All object must move 2d space. In other word, all A. Objects have Move() function, but Starts move more slowly and a stright line, planets and moons move more likely a circle.
* These movement function can be different paramter inputs. One of that, Move(Vector3 strightLineVec) , other can be Move(Gameobject centralObject)

Object’s Data

* For an A. Object, data should be those : name(not too long)(get from other class, set only its class),mass(not negative number) )(get from other class, set only its class), color

Functions

* Move(), GWell()
* When click an A. Objects a defined text is display its name and mass. DisplayText()