# Orbiter 2

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Space is such an interesting part of our world but very few games delve into the science of planets in a solar system. As such I am going to make a simple simulation of a basic solar system. I want to help develop our understandings of space and our solar system.

I plan to make it work by using mathematical functions that take in the weight/gravity of the planet and the speed that it is traveling at. These values are then used to calculate the direction and speed it needs to trave at to complete a full orbit of the central star. Using matrix transformations I have also made it so that the planets slowly rotates as well.
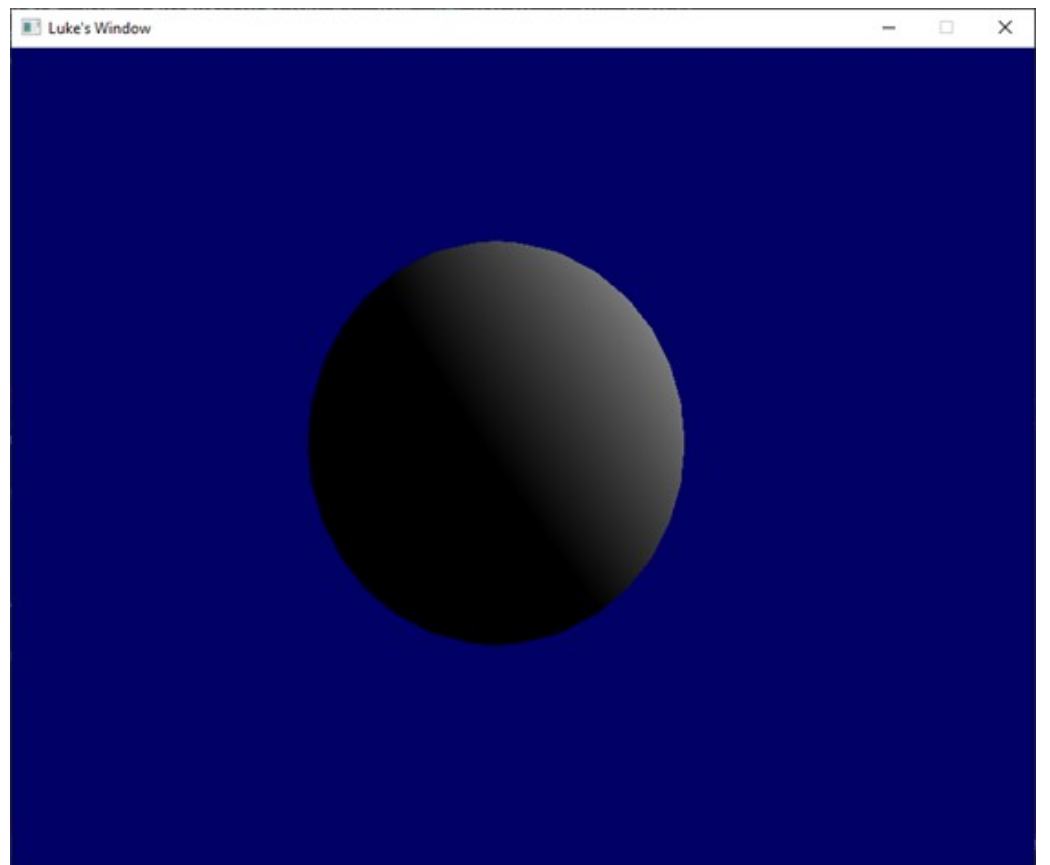
My uml diagram, it's a work in progress

There are serval things that when well through development of the project a few of them are: I have a sphere at the moment, and the project is not on fire. To continue with my project I would like to add more variations to my planets, such as adding gas giants and planets with rings around them.