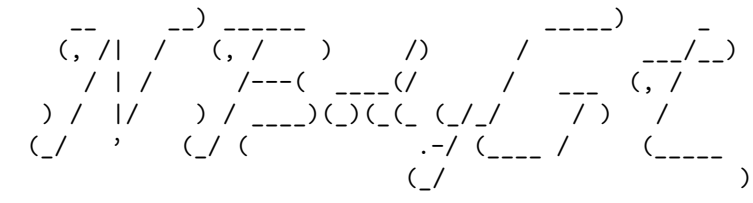

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V 1.0

This program creates a solar system and uses Newton's Law of gravitation to animate motion. It allows the user to manipulate and explore the system at will.

Requires:

* OpenGL - a graphics library
  - http://pyopengl.sourceforge.net/

* numpy - a math library
  - http://www.numpy.org/

Features:

* Gravitation between multiple astrological objects

* Adding and subtracting objects from the system

* Camera rotation about the center of the system with keyboard input

* Scene traversal with keyboard input

* Scene traversal with mouse input

Future Features:

* Eccentricity in orbits

* More variation in mass and density
* Better collisions (debris)
* Larger systems
* Generation of high speed, high mass external astrological objects
* N number of stars
* Coloring
* Texturing
* Lighting control
* Bugfixes for movement
* Smoother motion

Controls:

* w: move forward
* s: move backward
* a: turn left
* d: turn right
* e: turn up
* q: turn down
* i: rotate camera up
* k: rotate camera down
* j: rotate camera left
* l: rotate camera right
*]: add astrological object
* [: remove astrological object

* mouse: changes camera facing
* left click: move forward
* right click: move backward
* middle click: stop moving forward or backward

Credits:

* Nick Walker