Super Space Maker

Totally Legit Balkans • 05.05.2025

Overview

Objective

Concept

Workflow

Functionality

Challenges

Lessons

Objectives

- Space Simulation
- Understanding of project management principles
- Transfer science into code

Concept

- Solar System Creation
- Newtonian Physics Simulation
- Spatial Body Customization

Workflow

- Constant Communication and updating using Discord
- Utilisation of Jira to set team due dates and manage development of each sprint
- Efficient task division

Challenges and Solutions

- Developing a fast and efficient way to run the visuals of the simulation.
- Creation of a custom Rendering System allowing quick and easy data positioning and access.

- Efficient way of expanding the space of the simulation
- Camera system, with dynamic movement and zooming in and out.

- Usage of extremely large numbers for calculations and user inputs
- Compute the physics with accurate numbering, and display smaller and more appealing number values.

Lessons Learned

- UI is of utmost importance, and needs to work before any of the physics can be applied.

- Keeping the team updated on large changes is key, as everyone needs to understand what code is in the project.

- Teamwork can get heated at times