

Category	Weight	Scoring	Requirement
Requirements- Correct Physics	6	0-2.5	<ul style="list-style-type: none"> • 2 points: Functional physics system, working in m/s, m/s², and allowing for integration with higher order units and common SI units (AU, M_⊙, etc.). • 2.5 points: On-the-fly unit changes (i.e. in-game).
Requirements- Implemented collision	6	0-2	<ul style="list-style-type: none"> • 1 point: Collision detection system works for a wide variety of masses contained in a single system (large and small masses). • 2 points: Collision detection system works for a wide variety of masses and a large system (N > 100), efficiently.
Requirements- Basic controls	4	0-1	<ul style="list-style-type: none"> • 1 point: Ability to place objects, and edit objects.
Requirements- Basic buttons	4	0-1	<ul style="list-style-type: none"> • 1 point: UI buttons placed in a nice position and spawn objects. Are labelled according to the correct object.
Requirements- Testing	5	0-2	<ul style="list-style-type: none"> • 1 point: Testing covers physics system and correct math. • 2 points: Manual test plan to cover collision detection and UI elements.