# **Challenge:** Create an interactive orrery web page

***Make an Interactive embedded web page orrey of our solar syste for educational purposes.***

## Team:

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## Display celestial bodies:

- Planets
- Near-earth asteroids
- Near-earth comets
- Hazardous asteroids

## Web page:

- Animated
    - Spin
- Movement of solar system throughout space
    - Display trail
- See change over time
    - Timeline

## Boundaries:

- Just our solar system (Moon, Earth, Sun, + other solar planets if possible)

## To do:

Design:

- ☐ 3D model planets
    - ☐ Texture
    - ☐ Color
- ☐ Icons
- ☐ Logo for team Orrey Voyagers (Optional)

Development:

- ☐ Develop interface
    - ☐ Backend
    - ☐ Design

Physics & data:

- ☐ Collect data

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## Useful Resources/Links

**GITHUB**:https://github.com/cicekib/OrreyVoyager

**Data**:https://www.spaceappschallenge.org/resources/

**Video inspiration for Orrey**:https://www.youtube.com/watch?v=0jHsq36_NTU

**Unity Javascript:**
https://docs.unity3d.com/Manual/webgl-interactingwithbrowserscripting.html

**NASA API:** https://api.nasa.gov/

**Deploying Unity WebGL apps:** https://docs.unity3d.com/Manual/webgl-deploying.html

https://www.jpl.nasa.gov/edu/pdfs/scaless_reference.pdf