**Game Engine Fundamentals**

**Lab Six**

For this lab, you are requested to simulate a small part of our solar system consisting of: the sun, the earth, the moon.

Use wireframe spheres in your simulations and place the sun in the centre of global coordinate system.

Let the moon revolves around the earth and the earth revolves around the sun. Add controls to the camera so that the user can fly and have top-view.

Pressing ‘U’ and ‘D’ moves the camera up and down, respectively.