

Testing: Results and issues

Results

- Orbit and Rotational mechanics work as intended
- Including stars in the background makes locating planets very difficult, especially

Neptune

- Brightness of stars greatly reduced
- Crosshair is very helpful
- Performance is excellent
- Control Scheme would be helpful

Issues (mostly due to time constraints)

- Time control is not working.
- More complex Waypoints, planet labels, and other such UI functions are not implemented properly or at all.
 - All text and image (such as crosshair) UI functions work fine
- The sun is not visible from great distances.
- Moons of outer planets and Mars are absent.
- The sun inexplicably moves through space.