Hello, guys. First of all I’d like to ask You to accept my apologize for the one feature from the task-list is not presented in the project – it’s Save/Load system. The reason of that sad issue is the fact that I had not enough time to implement it fully and to make it works correctly in the allotted time. The lack of time had place because I work full time so I couldn’t be doing the task whole the day long.

Having more time I would implement Save/Load system by serializing gameObjects data to binary. The next thing I am not fully satisfied is the class architecture – I would like to make it more abstract. Nevertheless having no enough time and with task to focus on maximum playable game I decided to balance between abstraction in architecture and speed of realization. So I consider the implemented version of architecture to be one of the most appropriate in terms of that balance.

Also I would like to balance physics data a little bit more, meanwhile I also consider current balance to be good enough to play.

The one more thing I would like to improve is spawning orbits around sun. I don’t like the result it generates sometimes, but again, I consider it to be good enough for playing.

Thank You for Your time spending in reading this.

Have a nice day.

Pavlo Kukhar