In class Presentation:

Actual Project:

- Planets
- Scaling Factor: 2.87480235*10^(-8)
 - Sun:
 - IG radius: **20.0**m Real: 6.957 x 10^8
 - IG mass: **4.7256 x 10**^7 Real: 1.989 x 10^30 kg

DISTANCE FROM SUN = PERIHELION IN METERS SCALED Inner Circle Planets:

- Earth: Dist from sun: $1.496 \times 10^{11} 4228.6905$
- Semi Major Axis IN GAME: 4300.6468 IN METERS
 - IG radius: **0.1832** Real: 6.371 x 10⁶
 - IG mass: **141.8399** Real: 5.97 x 10²⁴ kgwhat t
- Mars: Dist from sun: 2.279×10¹¹ -> **5940.7791**
- Semi Major Axis IN GAME: 6553.2844 IN METERS
 - IG radius: **0.0975** Real: 3.39 x 10⁶
 - IG mass: **15.2531** Real: 0.642 x 10²⁴ kg
- Mercury: Dist from sun: 5.79×10¹⁰ -> **1322.4091**
- Semi Major Axis IN GAME: 1664.7693 IN METERS
 - IG radius: **0.0701** Real: 2.44 x 10⁶
 - IG mass: **7.8404** Real: 0.330 x 10²⁴ kg
- Venus: Dist from sun: 1.082×10¹¹ -> **3089.8376**
- Semi Major Axis IN GAME: 3110.8236 IN METERS
 - IG radius: **0.4615** Real: 1.60518 x 10^7
 - IG mass: **115.7052** Real: 4.87 x 10^24 kg

Outer Planets:

- Jupiter: Dist from sun: 7.785×10¹¹ -> 21290.6425
- Semi Major Axis IN GAME: 22379.7326
 - IG radius: **2.0098** Real: 6.9911 x 10^7
 - IG mass: **45094.1476** Real:1898 x 10²⁴ kg
- Uranus: Dist from sun: 2.877×10¹² -> **78559.6088**
- Semi Major Axis IN GAME: **82421.8195**
 - IG radius: **0.7291** Real: 2.5362 x 10^7
 - IG mass: **2062.2613** Real: 86.8 x 10²⁴ kg
- Saturn: Dist from sun: 1.433×10¹² -> **39026.9943**
- Semi Major Axis IN GAME: **41168.3483**
 - IG radius: **1.6741** Real: 5.8232 x 10^7
 - IG mass: **13494.9820** Real: 568 x 10²⁴ kg
- Neptune: Dist from sun: 4.503×10^12 -> **128533.8505**

- Semi Major Axis IN GAME: **129795.9749**

- IG radius: **0.7078** Real: 2.4622 x 10^7

- IG mass: **2423.3947** Real: 102 x 10²4 kg

- Gravitational Physics:

- Calculate attraction between the sun and the other planets

$$F_g = G \frac{m_1 m_2}{r^2}$$

where

- F_a is the force
- G is the gravitational constant (6.674 x 10^{-11} m³.kg⁻¹.s⁻²)
- m_1 and m_2 are the masses of the objects
- r is the distance between the centers of the objects
- 1. F(g) is the gravitational force = velocity
- 2. Determine acceleration of planet (a = Force/mass)
- 3. Update planet velocity over time (newV = oldV + acc * time.DT)
- 4. Update planet position over time (newP = oldP + newV * time.DT)

- Orbital Mechanics:

- Keplers Law 1:
 - Planets move in elliptical orbits with the sun at ONE focus
- thKeplers Law 2:
 - A line segment connecting a planet to the sun sweeps out equal areas in equal time intervals
- Keplers Law 3:
 - The square of a planet's orbital period is proportional to the cube of the semi major axis of its orbit. (the further from the sun the orbit, the longer one orbit takes)
- Video Recording of technical demo