Version 1.0. Made in Unity 2019.3.13f1 in ~13 hours. App is built for Mac.

Unity project provided as a .unitypackage to be imported into a blank Unity project running Unity version 2019.3.13f1 or later.

Controls:

In either mode, click on a planet to view more information about it.

In Distance Mode: use WASD or the Arrows Keys to zoom and pan around the currently viewed planet. You can also use a mouse’s scroll wheel to zoom in on a planet. Use the navigational buttons on the right hand side to switch to viewing a different planet.

Use the Switch Mode button to toggle between Distance and Size mode.

Notes:

- The planet descriptions shown when clicking on a planet are read from .txt files found in Assets > Planet Descriptions. These can be edited freely.

With more time I’d implement:

- Planets actually moving along their orbit and rotating

- A selection of moons

- In distance mode, indicators showing nearby planets

- More information displayed in the world space user interfaces attached to each planet

- Information for the sun

- Better transitions between modes

- More information displayed in Size mode

- Various code tweaks and optimisations