Design

Breaking the problem down into smaller ones.

Gravity, gravity is a big part of my game and is required to break down into smaller, more specific problems.

* Gravity
  + Gravity well acting on player
    - Changing player vector
    - Checking if player is in range
    - Calculate appropriate vector change
  + Player being acted on by Gravity well
    - Receiving any changes from gravity wells
    - Enacting those changes on the player’s current vector

These have to be solved computationally because there are a lot of numbers going between lots of different instances every tick, way too much for a human to do in an appropriate time.