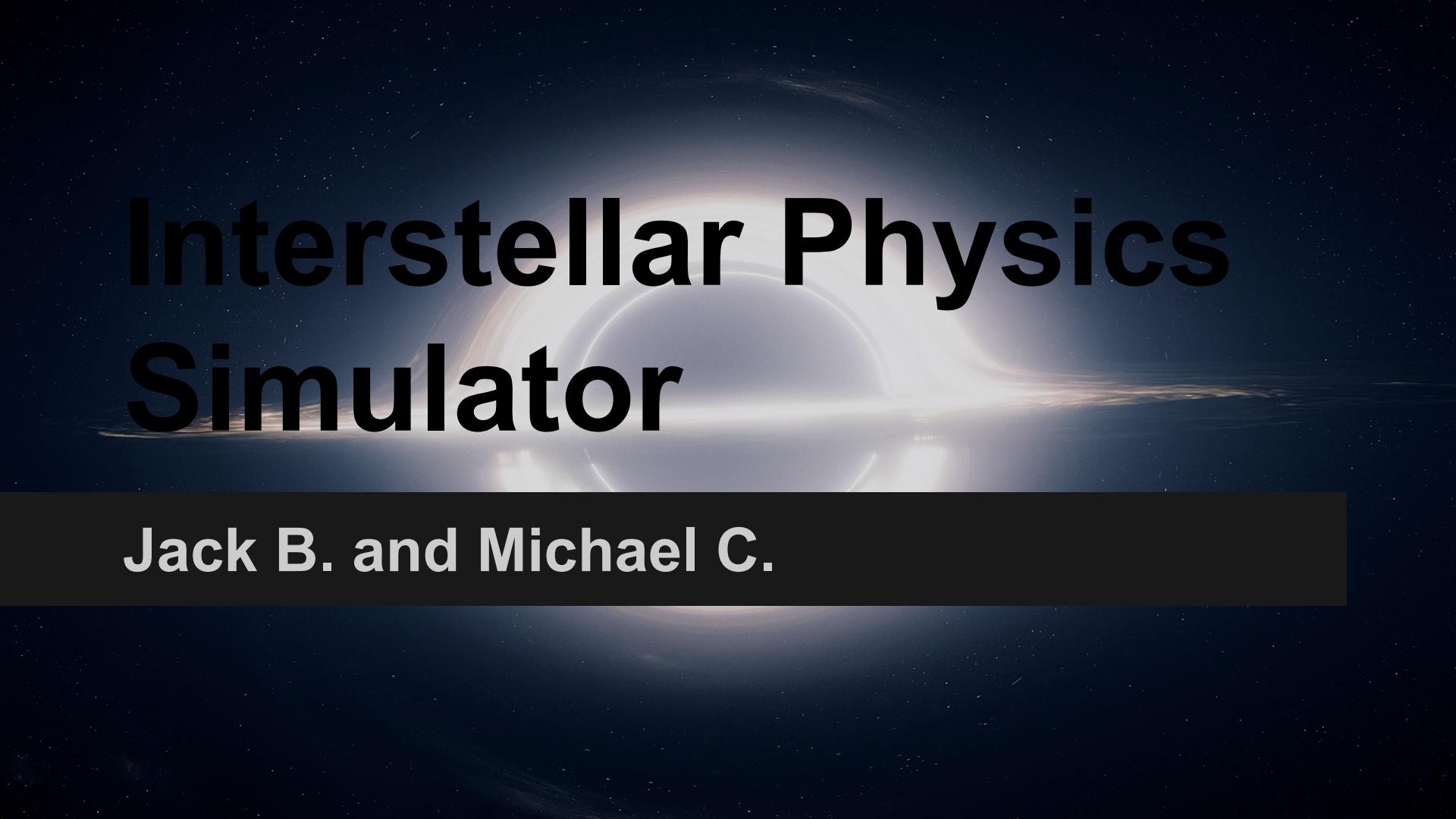


Interstellar Physics Simulator



Jack B. and Michael C.

Overview

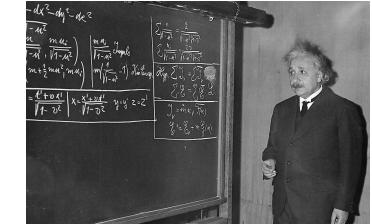
Physics Simulator

Purpose: To model how massive objects interact with each other in a blank space

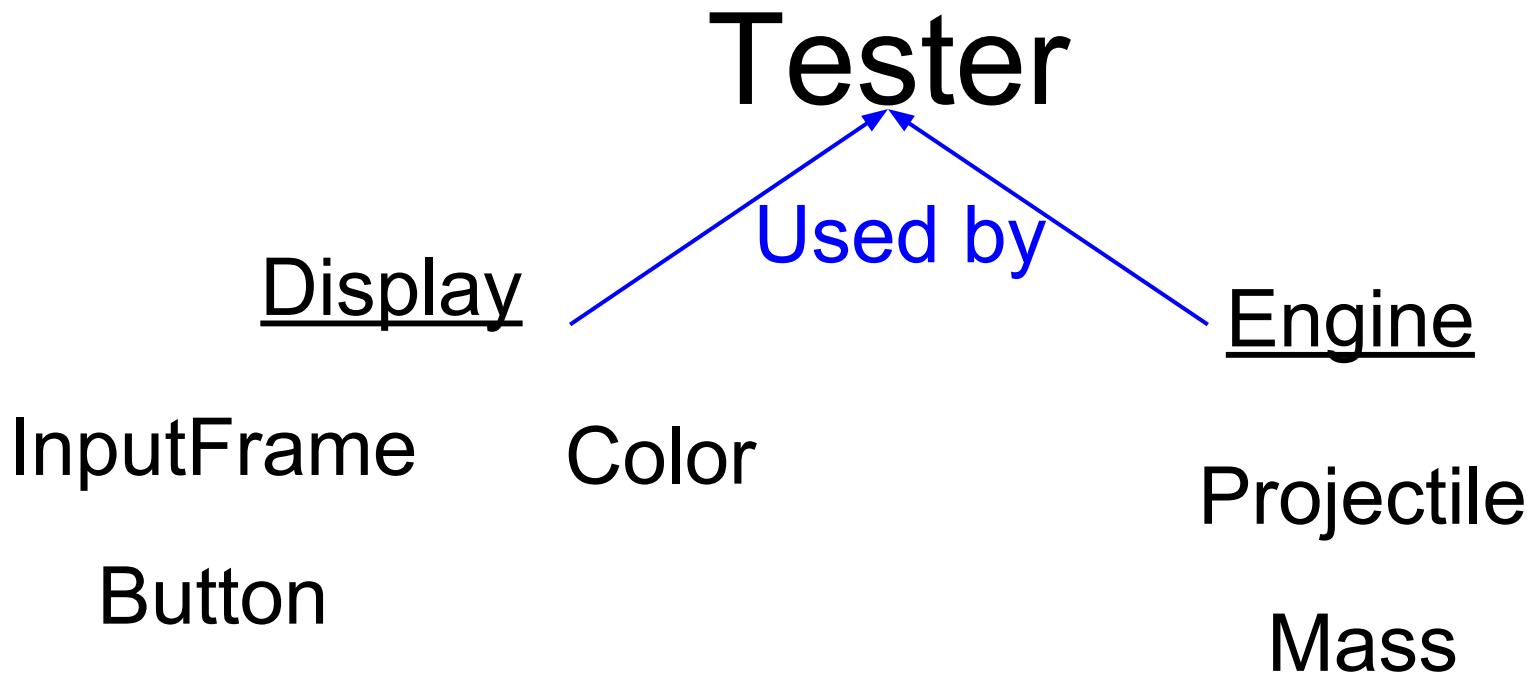
How it Does it



- Processes different masses and the radii of the masses in a spacious environment
- Calculates acceleration and velocity with classical physics equations (sorry, no relativity)
- Gives fun options so that you don't just stare at floating circles

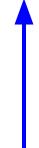


Classes



Engine

Engine



Used by

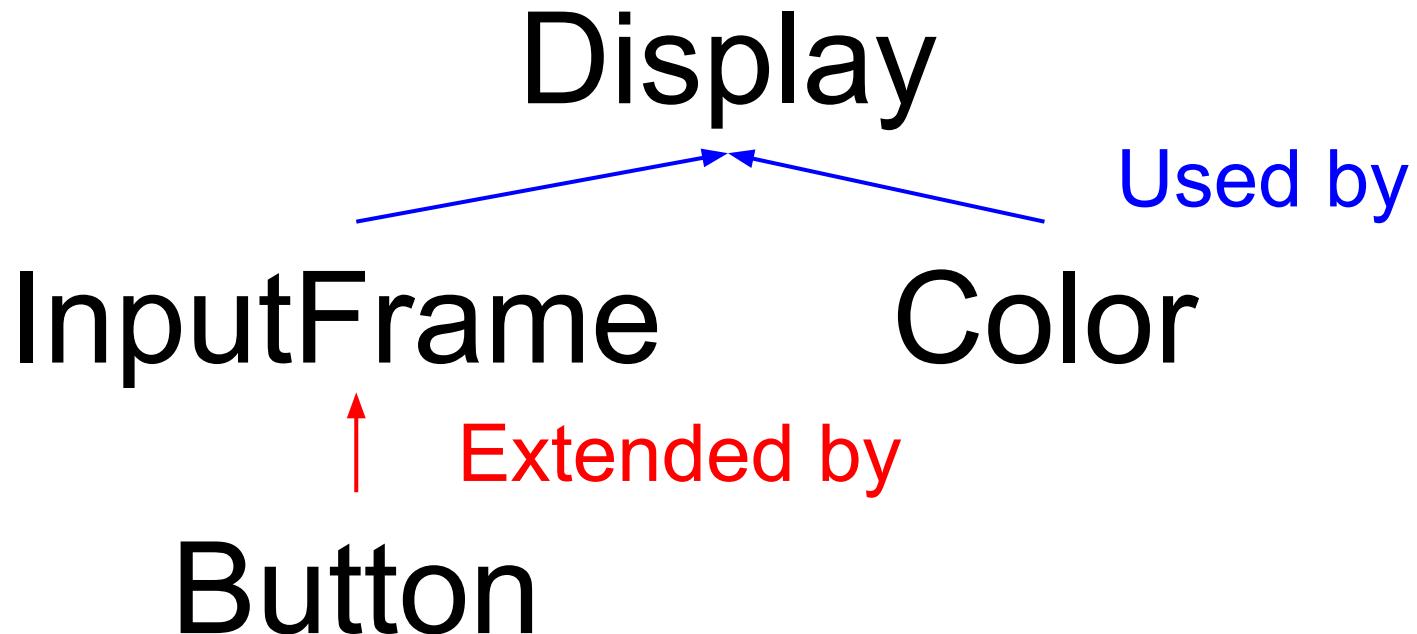
Projectile



Extended by

Mass

Display



Demo

- Different types of projectiles
- Gravitational Attraction
- Additional Features

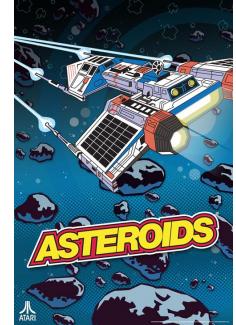
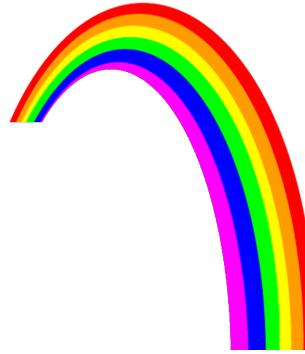
Challenge

- Separate instances of the same class polymorphism
- Creation of our own input system
- Creation of good collision system
- Separate functioning clicking
- SO MANY GIT PROBLEMS



What We Would Want to Do

- Better graphics
- More features and tools
- Skin options (yay colors)
- Better input processing
- A real GUI
- Better collisions, more asteroids :^)



Questions?

