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CS 372

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Specifications

**The Project:**

We will be creating a Java desktop application that models a solar system based on user input. The user’s solar system will be displayed as a 2D animation. Our challenges will be to get the physics and animation to work properly, by themselves and together.

**Design:**

At the most basic level we will have the following classes: Solar System, Planet, Moon, Star, and Calculate. Solar System is at the very top and contains the rest. Planets may have moons, but it is not required. We may also differentiate different types of stars, but for now we only have the initial star class. Calculate may be one or several classes that compute all of the calculations in the background. We don’t currently know everything that we will need to calculate for, but this will be fleshed out after a little bit of more in depth research.

**Challenges:**

We have two large challenges to overcome: calculate the program’s physics and create 2D animation based on physics. The physics involved in a solar system are extremely complicated, so we aren’t too sure how that will go. Neither of us have ever done animation, so we don’t really know what it entails either.

While the entire project is new territory for us, we expect to achieve simple animation and physics. It is very likely that both the animation and physics of the program are going to be aspects that can always be improved.

**Schedule:**

Tues Jan 20 - Fleshed Out Initial Design

Thurs Jan 22 - Barebones Demo

Mon Jan 26 - Functioning Program