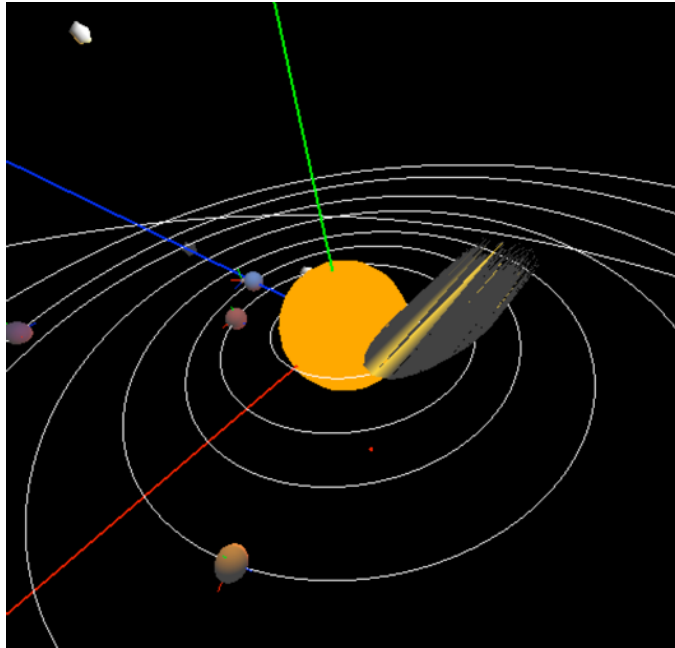


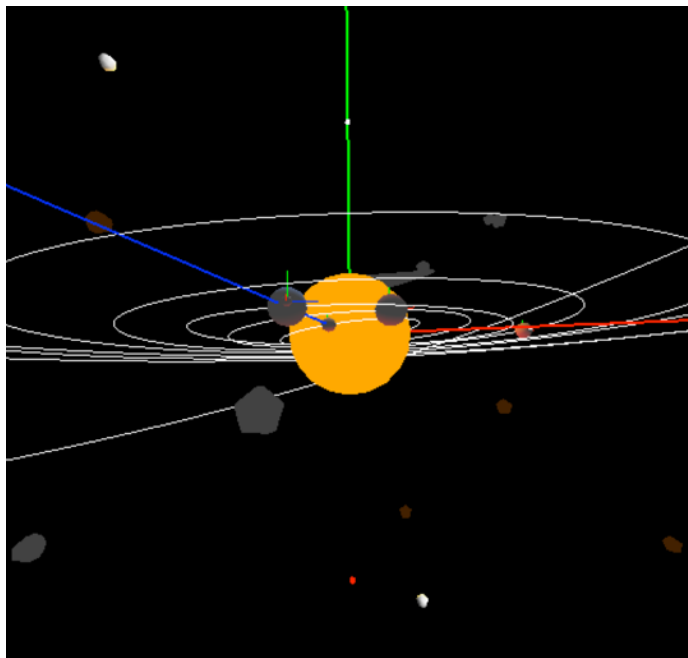
First of all we have to say that we really liked this project and we took it a little bit further, so we made some additions

Additions:

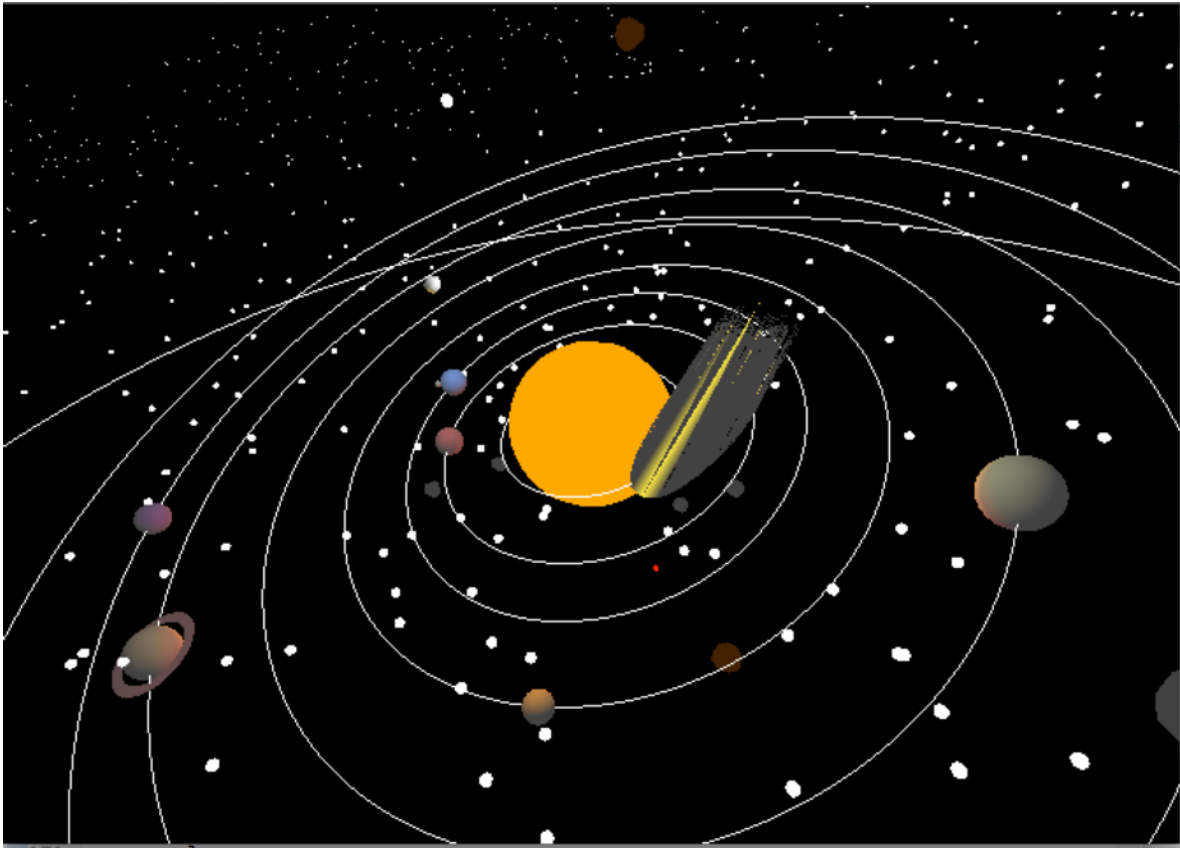
- 1) SpaceShip - spaceship near the sun. The spaceship also implements IRenderable. There is also a model of a spaceship by it self, press "m" in order to change models.



- 2) Asteroids - The Asteroid also implements IRenderable. Many asteroids are randomized and added to the solar system, when you move with the mouse or you zoom in or out you see them moving, also asteroids are in different colors grey white or maroon.



3) Stars - If you press “s” on the keyboard you will see many stars appear to simulate the galaxy. The stars are many many randomized spheres , so because of that the moving and zooming is very very slow when they appear. before you press “s” you should first move and get a good view on the solar system and the spaceship and then press “s”.



4) We made the sun as a light source because the sun is actually a light source.

Required instructions:

1) We draw all the planets represented by a sphere, each one is located on an orbit of itself. we moved each one of the planets around the orbit using an angle. In order to keep each planet on its orbit.

2) Planets sizes and distances from the sun - as you wrote on the instruction we should not use the real proportions but we tried to make the planets sizes and distances proportions as good as possible.

3) We made a general axis and an axis for each of the planets, when you press “a” on the keyboard both of the axis, the general one and those of each planet disappear or the opposite.

4) Each of the other instructions work also “l” for the light spheres to disappear “m” to change model “p” for polygon mode and the zoom in, zoom out, and moving with the mouse. We Used the MVC design pattern.

