Assignment 6 Progress Report

We plan on creating a physics-based star system for our simulation project. The simulation will consist of three different types of objects, a sun, planets, and comets, each with unique movement and interactivity. The comets will be numerous and bounce around the screen with their speed being changed depending on the user's keyboard input. The sun will be static but with a field of gravity, increasing in brightness/mass depending on the user's keyboard input. The planets will also have their own field of gravity, with their location changing with the user's keyboard input.

Classes-

Jason - Star:

Will create a multi-point star graphic. The stars will have its own gravitational force that will make the object move around within the space. The object will also spin as another form of spring force. There will be a separate star class

Javier - Planet:

Will contain a texture and PVector for the velocity and direction. Will have its own gravitational force that will interact with objects if they are within a certain distance from it. Will have interactivity (either keyboard or mouse) to affect object's velocity and direction. There will be a planet class

Waleed - Comet:

Will contain a texture, PVector for velocity/direction, and keyboard input functionality to affect the object's velocity. There will be a comet class.