Angus Hay:  
 - Implemented the terrain generation algorithm, modified shader to color terrain based on altitude, added clouds   
 - Added IMGUI controls for world generation seed, cloud thickness and color, and spline control points  
  
Jordan Patterson:  
 - Implemented code to animate camera movement along a Catmull-Rom Spline  
  
Nicholas Lee:  
 - Wrote code to texture the terrain

External Code Credits:

Perlin noise-related functions in scene.cpp are taken from "Understanding Perlin Noise"https://connex.csc.uvic.ca/access/content/group/feae68d4-a86f-4c6a-af57-9a21e665f7d0/Reading%20Material/Noise/Understanding%20Perlin%20Noise.pdf

Simplex Noise functions (in scene.vert) are from https://github.com/ashima/webgl-noise

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Hybrid Multifractal generation code (in scene.cpp) is taken from "Procedural Fractal Terrains", F. Kenton Musgrave