Final project proposal

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This project will ask to create a toy model of a moving stellar system. There are some small balls surround a bigger ball and they are also rotating by distorting the bmp files (or the ball itself is able to rotate by setting some parameters?).

- The fixed star is the point light and can be turned off by pressing "L" or "l".
- Because they are celestial bodies, so the student should find some textures pictures. Or use one color but put shaders effect on it and says the plant is a pure water ball or diamond ball, who knows.
- Due to it's a toy, there has a transparent glass contains them all. We also have a spaceship (we'll use the helicopter instead) fly inside. We could implement some shaders on both.
- There also need white stars, which are spotlights (with a tiny intensity of light), hanging on the background and maybe other celestial bodies, like a black hole or what.

We're able to fly with the spaceship by press "F" or "f and can image us sit as an astronaut inside of it by press "I" or "i".