1. Our ideal vision for the end of this project is to create a simple game where you can control the robot to try and catch the helicopter that is flying near you. Additionally, if time permits, to create more custom parts for our model.
   1. For the game aspect of this, the player could drive the robot around on the xz plane using the wasd keys and could press the space bar to start the catching animation. The movement will be a simple translation and rotation of the whole model. The catching animation will have the arms reach out to the sky as if were catching somehting
   2. Like the custom claw model that was created, other simple meshes could be created to replace current cylinders and boxes to make the whole thing look better
2. A gif has been provided outside of this document named “Documentation part 2.gif”
3. To animate the scene graph we created a new class called robotAnimation, and it contains a method called animation which takes in a string name, and a transform matrix. We use this method to add motion to a specific node/leaf. Here is an examples:   
   In line 11 of the robot.xml, we animated the node with name "whole-robot". Here is the snippets of the method:  
   animation("robot1-whole-robot", new Matrix4f().rotate((float)Math.toRadians(angleOfRotation),0, 1,0));   
   The first parameter is the name of the node, and the second parameter is the transform matrix.