1. When opening ***helloplanet.html*** for the first time on your browser, you will notice that the solar system is still. In this activity, you will learn not just about how to animate these celestial bodies, but about how their parent-child relationships to one another affect their animations
2. In the ***helloplanet.html*** file, you will find primitive objects that represent Space, The Sun, The Earth, The Moon, and a Shooting Star (These titles/comments between <!-- and --> are called comments and do not compute anything, but make code organization easier)
3. NOTE: When an A-Frame object is a child element of another A-Frame object, it’s position, rotation, and other attributes are with respect to the parent object! Notice the x y z values of The Earth in comparison to its parent element, The Sun
4. Rotate The Earth
   1. Locate the a-sphere that represents The Sun (found right below <!-- The Sun -->)
   2. Because we want The Earth to rotate around The Sun, we need to add the animation to The Sun because it is The Earth’s parent element
   3. Add an animation attribute to The Sun that rotates from 0 to 360 degrees around the y-axis for 16 seconds in a loop at a linear/constant speed
   4. Refresh ***helloplanet.html*** on your web browser and check that The Earth is rotating
5. Rotate The Moon
   1. Locate the a-sphere that represents The Earth
   2. Add an animation attribute to The Earth that rotates from 0 to 360 degrees around the y-axis for 4 seconds in a loop at a linear/constant speed
   3. Refresh ***helloplanet.html*** on your web browser and check that The Moon is rotating around The Earth
6. Add a Shooting Star
   1. We will add two animations; one animation will fling the Shooting Star across space and another animation will rotate the Shooting Star violently
   2. First, add an animation that changes the position to x = -10, y = 2. z = -10 (don’t worry about the from property) for 15 seconds with an easing of easeInSine without a loop
   3. Now, add a second animation that rotates the Shooting Star to 180 degrees around the x axis, 360 degrees around the y-axis, and -90 degrees around the z axis for 1 second in a loop with an easing of linear
   4. Refresh ***helloplanet.html*** on your web browser and check that the Shooting Star is flying across the Solar System while spinning
7. Let me know if you have any questions or concerns!
8. Extra: See if you can adjust the a-light element, placed at the same position as The Sun, and animate the light source to pulsate or twinkle. (For help, look at this documentation: <https://aframe.io/docs/1.2.0/components/animation.html>)