Milestone 2

1. For this milestone we wanted to set up our objects (rocket and sphere) within a skybox (space) and create a basic SplineCurve for our rocket to get an understanding of how the animation will work for our rocket. We started by successfully adding our rocket obj file and having a way of generating as many planets as we want. Then we created a skybox of space for our background to get a more accurate visualization of our final scene. Finally, we worked on setting up the work for SplineCurves and implemented a simple xz-plane path for the rocket. This way we can create a more intricate path for the rocket before the final project's due date.
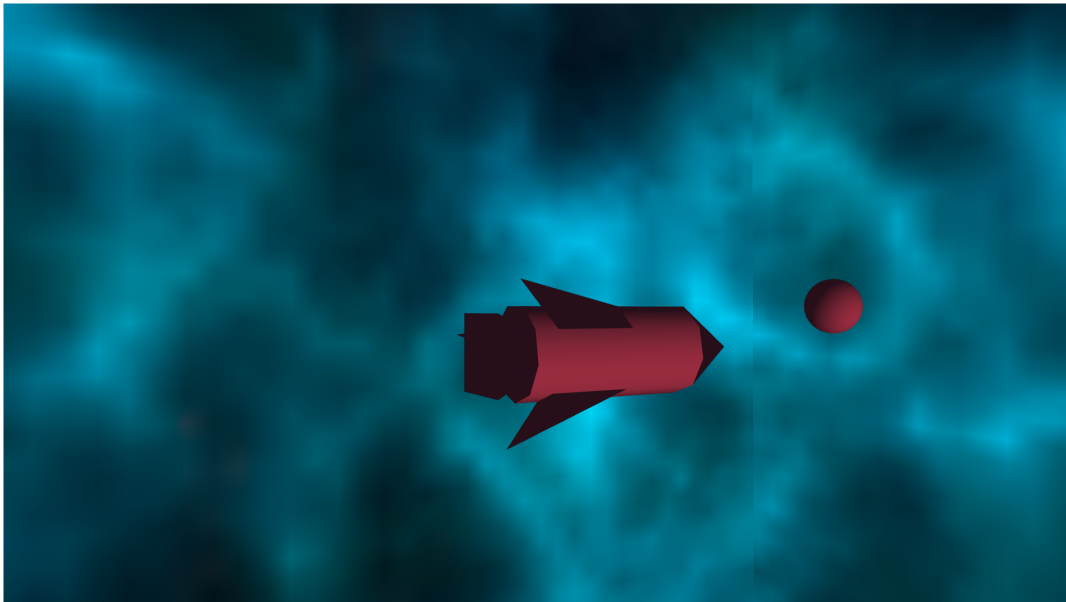
2. https://csci480-21w.github.io/fp-gleeson_shtunyuk_demaris/
   a. Only works on the Chrome browser (not working in Firefox at the moment)
   b. You should see a red rocket and a red sphere. The rocket will suddenly move on a non-linear path (gotta blast) towards the skybox and out of the view.
3. Our final deliverable is a more detailed version of what we have running, with one additional feature being a particle system for the rocket's exhaust. One final deliverable that we are not confident about is the displacement maps on the surface of planets. We have done research on it but we are not confident we will accomplish this task by the final deliverable due date. Besides that, we believe we can accomplish the rest of the tasks as we have the core code created already, so we just need to add details/objects into the scene.
4. Side note: We are having a memory leak that will inevitably crash the page, but varies in how long it takes to do so, depending on the texture. We added smaller resolution textures for the skybox and it made the memory usage increase slower than with the higher-resolution textures.