Tasks:

- Continue adding any code necessary to the GOM's load_scene function (from Lab4)
- Add any code necessary to recreate the scene, as it was in blender. Make sure you process all data you can. If you're unsure about whether something's relevant, ask.
- You can remove all code in Application::create_scene but this call to the GOM (and to create the skybox, if you want it)
- **(+20 points**) Allow parent/child relationships of game objects from a result of the parsing. If you don't do this, you may want to create a camera to view the scene (mine was a child of the ship)