Time and oscillation
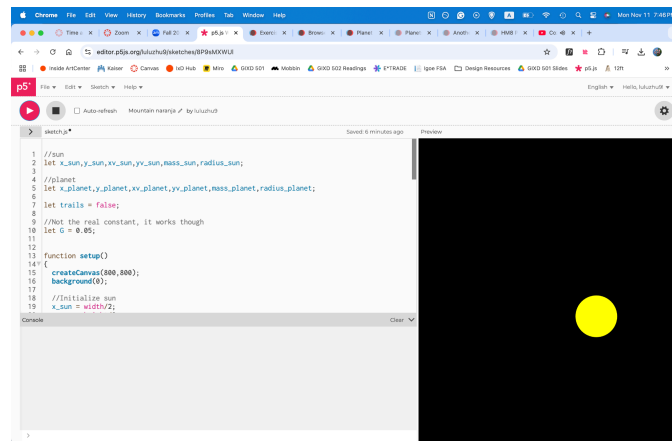
p5.js visual pattern: https://editor.p5js.org/luluzhu9/full/8P9sMXWUl
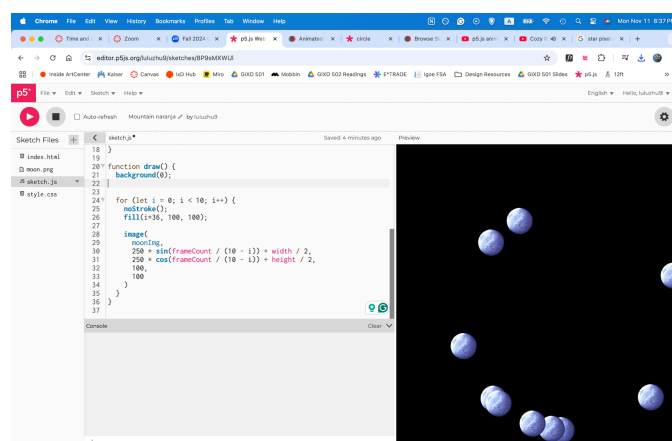

After reviewing the code from class, I continued by testing some animations from OpenProcessing to see how others utilized the same ideas as well as how parts of the program worked with each other.
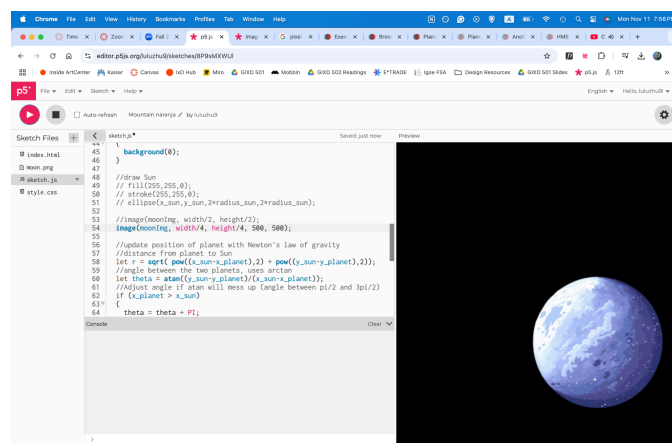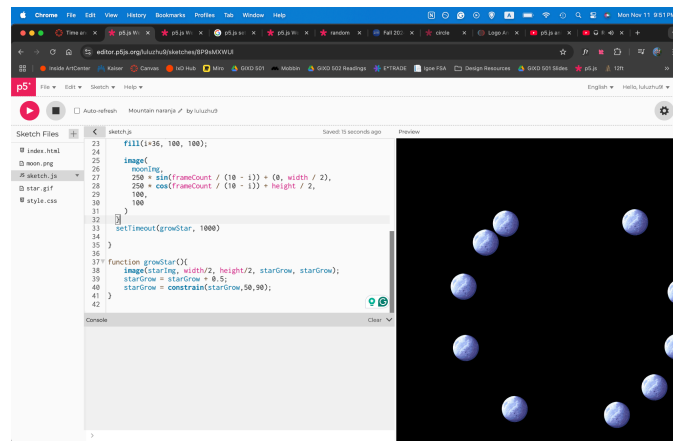

I added a custom image of a moon and tested locations on the screen.

I played with adding repeated motion with trigonometric functions to create a rotating planet. I then added more than one planet to add a quirk.
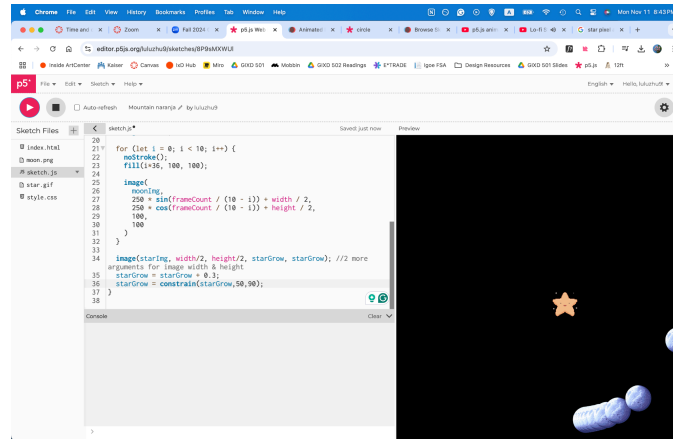
I added a star to in order to implement it growing after a predetermined interval of time later.

Added setTimeout so that star wouldn't appear until 1000 milliseconds later by moving the star related code into a helper function and calling it after 1000 seconds.