1. The project would simulate a 3-D space containing the earth, satellites, and other planets. It should allow us to navigate the camera from different positions and change the positions and size of objects.
   a. Controls for satellites.
   b. Controls for planets.
2. User interactions.
   a. The sun is the source for diffuse light. Also another specular light will be added to the model. Both of them have ON/OFF checkboxes in HTML.
   b. Considering the difference in size of the earth and satellites the camera can zoom in/ out and move freely in the space.
   c. Animation. The satellites would spontaneously move around the earth.
   d. The texture mapping would be used for the surface of the earth and other planets.
   e. The mouse events would allow us to select different objects in the model and do any transformation (rotation, scale, translate). And all the transformation would be selected by the checkboxes in the HTML.