Sprint 2 Features Implemented

We were able to implement all the features we listed in our project plan for the second sprint.

- Ray Contact with Atom or Field
    - We were able to extend our model to include the locations of fields and atoms and write a function shootRay to shoot rays and detect what a ray impacts as it travels along its trajectory.

- Ray Bounces Back Directly
    - We were able to extend our shootRay function to check if we directly hit a field and had to bounce away. We planned on extending our ray logic in the next sprint to make our deflection more sophisticated, and we've designed our code to be easily expandable to fit the future additions.

- Ray Doesn't Hit Atom + Track where Ray Exits
    - We were able to use our shootRay function to iterate through the model, along the ray's trajectory, until it hits the edge of the board, where it can print its exit location. We plan on implementing this graphically in future, but currently it only prints to the console.