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One issue that I faced when completing this assignment was that I got an error "GL_INVALID_OPERATION: Only array uniforms may have count > 1.". I figured it out after looking at the code more and noticing that I had to create a new loc for each, because before I was using modelViewMatrixLoc.

I learned how to animate/add movement with webgl without a while loop inside the main window.onload function which caused my laptop to get slower and slower. I used https://www.cs.unm.edu/~angel/WebGL/CODE/04/cube.html as a reference to animate the robot and the arm/fingers in the different directions.

I did not encounter any additional bugs when running my code.

Additional functionality that I added was the ability to animate the robot and robot arms in the three degrees of freedom, independently, a stop button, and a reset button which will reset the orientations of all of the arms and fingers, but not stop the animation.