

Assignment 3 (10-point): Simple 3D game

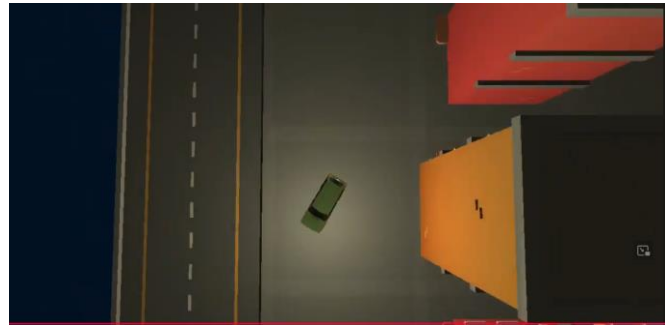
1. Create a simple 3D game that has the following features:

- Models loading from file: player's model, scenes, items, enemies,....
- Player can control the player's model
- Camera that follows the player's model
- Collision detection between: player-scene, player-items,...

Use the examples from *model loading* / *normal map* / *cube map* as your starting code.

Some references:

<https://youtu.be/QpiplSvKj48?si=857UPbRqP2iNUaFk>



<https://youtu.be/8TX79uDKFH4?si=VS9NYy7LYTFqaS5U>

<https://youtu.be/WgnfxKXrcbE?si=jb46QQBAYRaA728j>

