1. Lighting

* Light Component Class
* Light material contains samplers of light
* Shaders code modification
* Forward Rendering Light

1. Game
   * objects (player – coins(Pepsi cans) – obstacles(jump over) , obstacles(slide down) , college buildings).
   * 3 textures (sky – street – sun).
     1. Load objects models.
     2. Load sky, street, player.
     3. Position of objects in world.
     4. Define camera space location.
     5. Player sky street position relative to camera position.
     6. Move camera independently with time.
     7. Define Game Logic.

Notes:

1. When space Is pressed -> jump
2. Collision with Pepsi can
3. Collision with obstacles
4. Draw building on left and right.
5. Pepsi and obstacle’s locations