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. The camera moves in x-direction with time