

# Valley Terrain Modelling

## Progress Report - Week 1

### Proposed Functionalities:-

- Implementation of Basic Window and controls for cameras - Done
- Basic polygon wireframes for terrain - Created a flat ground for now, with a placeholder cube to demonstrate all the implemented transformations.

### Extra features implemented:-

- Added full fledged camera controls (look around, scroll to zoom in/out) and transformations
- Added logic for frame limit.

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