**Assets**

* Model: must add these objects to see light effect, Suzanne.obj set in app.jsonc for monkey.
* Suzanne.obj
* Suzanne.mtl
* Shaders
* light.frag
* light.vert
* Textures
  + Adding monkey folder
  + Black.png

**Config**

* App.jsonc
* Light-test folder

**Source / Common**

* Components
* Camera.cpp
* Conponent-deserialzer.hpp
* Light.cpp
* Light.hpp
* ECS
* Entity.cpp
* Transform.cpp
* Material
* Material.cpp
* Material.hpp
* Shader Copy folder
* Systems
* Forward-render.cpp
* Forward-render.hpp
* Texture
* Sampler.hpp
* Application.cpp

**Source / States**

* Entity-test-state.hpp
* Play-state.hpp

**CMakeList.txt**