I selected my objects because I think that a scene of a computer with a mouse can be interpreted differently, especially due to the environment that the computer is in. I made the pieces of the computer into a color that is recognizable, that being white. Having the computer pieces being another color could’ve been fine, but it would’ve been odd. I was able to make this scene work by making my scene a perspective illusion of a computer. I made it work by making sure each piece was “attached” to each other, which you can then see once users move around my scene with my scene’s camera. Users can navigate my scene by using the WASD to move the camera, forward, backward, left, and right; they can also use the mouse to rotate the camera to get a better view of the scene. I used WASD just because it is the standard control scheme for most viewable .exes on computers, and I used the mouse input to rotate the camera because the scene view would feel stiff if the mouse couldn’t control the camera in some way. Functions that were utilized in this scene GLTextures to load in textures for my scene, a ViewManager to handle how anyone viewing the scene will view it, the MainCode that handles how the program functions. There is also DefineObjectMaterials that does exactly as the name suggests (it defines each material used in the scene.) Lastly, there is SetupSceneLights (sets up the light for the scene, as well as all their properties.)   
GLTextures are reuseable for loading in textures for your scene and can be very flexible. ViewManager is useful to handle how the scene will be viewed upon launching the software. The MainCode will always be useful since it defines how the program will work once launched. DefineObjectMaterials can vary since it depends on the types of objects you have in your scene, as well as how specific the objects must be depending on the scene. SetupSceneLights can always be resued since lighting will always be integral to a scene. With those aforementioned functions, there is also SetShaderColor() (which colors in the called shaders for the scene.) That can be reused for objects within one’s scene.