I decided to remake my house as a 3D scene because it is something my fiancé and I are remolding and I thought it would be fun to try and create. I found that while I enjoyed making the different components that would be brought together to make the scene, it was a lot of work figuring out what needed to go where and what vertexes needed to be doubled so that textures or colors would work. I found this part of the project enjoyable. It was fun to figure out the points and how each point would correspond to a different part of the house and how I would connect them to form the scene. There was a lot of trial and error making small adjustments, but having a modularized program was helpful. With different guides and videos, I was able to modularize the program. It made adding different components easier as the scene grew. For instance, being able to add the coordinates for an object that I wanted to place in the scene and then just initializing a mesh that would take care of all the VBO, VAO, EBO, activated the shader and camera made adding objects very easy. That way I was able to break down the scene into different shapes that I needed and make small adjustments easily. The hardest part of developing the program was adding features. When adding a moving light I had to think about what different items would need to receive input to allow for the light to move. Having example logic helped, but implementing the logic to work with the existing code took time. When navigating, you can adjust the speed at which you move around by using the scroll wheel on the mouse. The W key will move you forward in the scene, A will move you to the left, D to the right, and S backwards. Using Q you can make the camera go up and E will bring you back down. Left clicking and holding while moving the mouse will allow you to look around. By holding TAB you can change the view of the scene as well. I realized I really enjoy this type of work and I will keep adding more parts to this scene as time allows.