The program supports the following commands:

Q/q -> Quit and exit
W/w -> Move forward
S/s -> Move backwards
A/a -> Move left
D/d -> Move right
H/h -> Display the help screen
Mouse -> Look around

This program is meant to showcase a first person camera using OpenGL and GLUT. If you want to use different textures, you can change which ones are loaded from the *PPMTextureLoaderimpl.cpp* file. Textures are specified as strings within the LoadTextures function. They must be in the same directory as the program files, and they must be PPM files. Pictures may be converted to PPM ASCII files using a program called GIMP.

The PPM texture loader class is used with permission from Robert Teather.

Have fun!