1. **Justify development choices for your 3D scene**. Think about why you chose your selected objects. Also consider how you were able to program for the required functionality.
   1. The objects that I chose for my scene were Planes, Spheres, Cylinders, and Cones. The scene I was recreating was of a valley that had trees and mountain peaks. The above-mentioned objects were the best choices in recreating most of the scene, as the Cylinder and Cone can be used to recreate trees, with other cones being used as mountain peaks to help enhance the scenery. The Plane would be used as the ground or the flooring of the scene, as we cannot have them floating in the air. The shapes were programmed to be in specific places within the stage to help illustrate or recreate the provided image. With the objects being placed in this way, it helps the viewer look at the objects as if they were actual live objects instead of just shapes stacked on top of each other. There is also textures and other meshes to help make the shape more realistic instead of just being specifically colored to help at more realism. The material features help add more realistic features by adding shadows or shades to the lighting within the scene and add reflections or shininess from the lighting to add more realistic features.
2. **Explain how a user can navigate your 3D scene**. Explain how you set up to control the virtual camera for your 3D scene using different input devices.
   1. The camera can be utilized by using WASD to move around the scene, as well as letters Q and E to move the camera either up or down. If you want to use the scrolling function from the mouse you can use that as well to adjust how fast you would move around the scene, as moving the mouse around helps the user get different angles of the scene so having something that helps adjust the ‘sensitivity’ of the camera could help if you wanted to move slowly instead of quickly or vice versa.
3. **Explain the custom functions in your program that you are using to make your code more modular and organized**. Ask yourself, what does the function you developed do and how is it reusable?
   1. I utilized the comments and asterisks to help show the distinct functions within the scene, instead of not having the code sectioned off which can affect the overall enhanced readability of the code. Using // to illustrate comments to also describe what the below code is doing helps others who are either learning coding or wanting to know what everything I typed out does instead of trying to interpret it for themselves. Ensuring accurate indentions and consistent markings throughout the code helps ensure there are no compiling errors, and everything is consistent to ensure everything has a place instead of randomly being throughout the code, which could still make the code work but not what you intended.
4. **Resources:**
   1. BrowserStack. (2024, June 28). Coding Standards and Best Practices to Follow. *BrowserStack*. <https://www.browserstack.com/guide/coding-standards-best-practices>
   2. Vries, J. D. (2014, June). About. *LearnOpenGL*. <https://learnopengl.com/About>