Change and improvement: Jiawei Wang

1. I implemented the Shadow Mapping and Day and Night cycle.
2. You can directly see the effect of the shadow mapping, although not all of the scene is covered by the shadow mapping, this is because to present better effect of shadow, so I make the projection range a little smaller than the scene(the scene is too big right now(200 \* 200)).
3. Press C, you can see the Day and Night cycle, 20 seconds a cycle(10 for day, 10 for night), when the time passing, you can see the sky\_color, light direction(though the shadow) and light\_intensity will change.