**Quick README**

**Note: Windows SDK 10.0.16299.0 was used for this project.**

**Part 1: Previous Changes from Assignment 1**

No design changes from previous build. Old documents moved to Folder ‘Assignment1 Documents’ in the Docs Folder.

**Part 2: Texturing**

Total of 9 materials:

1. Grass
2. Tile
3. Metal
4. Glass
5. Stone
6. Ice
7. Wood
8. Brick
9. Tree

See Part2\_Texturing.docx for details and images.

**Part 3: Lights & Camera**

Lights:

1. Parallel ambient lighting for scenes.
2. **Pale-Yellow** Point Light on **Spheres** in the castle
3. **Red** Point Light on **Torus** in the castle

Camera:

1. **W & S** to move camera forward and back in direction of camera
2. **A & D** to strafe left and right
3. **Spacebar** to move camera up from its current direction
4. **Left-Shift** to move camera downwards from its current direction
5. **Left-Click & Drag** to change camera direction.

See Part3\_\_\_\_ images in Docs folder.

**Part 4: Trees**

Total of 32 trees in the scene that is spawned outside the boundary of the castle and maze.

See Part4\_\_\_\_ images in Docs folder.

**Part 5: Water**

Large water plane generated that is located below castle and maze. Animated textures with disturbances in the water.

See Part5\_\_\_\_ images in Docs folder.

**Part 6: Maze**

Basic maze placed at the entrance of the castle. Uses similar code from Assignment 1 to create and place its walls and uses the newly implemented textures.

See Part6\_\_\_\_ images in Docs folder.