What my code does:
- Renders the polygons relatively well, not removing all whiskers, but enough to clearly see what the object is
- Translates and scales the scene onto the screen, into the centre
- Rotates using arrow and WASD keys
- Adds random light sources using a button, and removes these.
  - I felt having random light sources showed that I was able to implement multiple light sources, without putting pressure on the user to add these. Having more time I would also implement user-input for light sources as well as random ones
  - I felt that these should not rotate, but be more of a fixed source to illuminate a certain section of the screen

Bugs unable to fix:
- I was not able to remove all whiskers and gaps in the image
- I did complete the last stage of part 4, removing the assumption of flat faces