

Name: Luna McBride

Github Link: <https://github.com/Luna-McBride/CSCI4448-OOP-Project>

Title: Graphics Test

Description: A graphics scene implementing classes into a graphics scene of OpenGL using C++. This should set up a decent first-person scene based on what was taught in my graphics class, just adjusted with Object Oriented principles.

Actors: Generic User

Functionality:

1. User can turn and move through the environment.
2. Keyboard presses result in certain action, such as forward with the W key.
3. User is able to move, turn, and just explore the world.
4. Has a small environment to explore.

[OPTIONAL] Stretch Functionality:

1. Physics
2. Collision
3. Larger amounts of modeled items in the scene