## Code Capabilities

Firstly this code can correctly process provided data. Secondly this code can correctly interpret this data by:

* Computes normal and reflected light intensity of every non-hidden polygon.
* Finds the edge lists of polygons.
* Renders the image to an array of colours using a Z-buffer.
* Displays the array of colours.

Once this is completed the render can be rotated with the keyboard and is mostly displayed correctly.

## Known Issues

This main remaining issue with the program is that there is what I believe is an unlocated rounding error that is causing some small gaps in the render.

## Discussion Disclosure

Elements of this assignment was discussed with Loren Whithair and Munro Forgan