Tools used

- Visual studio
    - For coding the game and shaders
- Blender
    - For creating and texturing objects

Fulfilling requirements

- Blinn Phong lighting is implemented
    - From previous semester's lectures on Blinn Phong lighting
- Texturing is implemented
- Shader with togglable modes is implemented
- Character can move
- Moving objects
    - Ghost
    - Super power pellet