In this project you have to design and construct a simple village. using WebGL The village should contain the following two types of buildings with one building of each type:

- A hut - Use a cylinder for the walls and a cone for the roof
- An igloo - A semi-sphere

For the hut, the roof and supporting structure (walls) should be of different colours. You also need to define the ground on which the buildings are situated. On the ground, you need to draw a water pond.

Add buttons to your project to do the following:

- Toggle rotation. Start and stop (toggle) rotation of shape.
- Toggle(change) direction of rotation.

Add sliders to your project to do the following

- Increase and decrease the speed of rotation of shape.
- Zoom in/out to the centre of your room.

You can complete the project using Notepad to as the editor and any browser to test your program