Batmobile 3D

Expand the scene to 3D with the following items (Previous project functionalities are still retained unless the following items modify them):

1) Create a 3D cabin for the betmobile, housing a camera (at the driver's position)
   - The dashboard includes a display of the previous project (in 3D space).
   - The external scene is visible through the windshield.
2) Include depth testing and removal of back faces.
3) Create a long street with buildings on both sides for the betmobile to move along
   - The betmobile cannot pass through buildings.
   - Buildings and ground have appropriate diffuse and specular maps.
4) The betmobile can move forward-backward and left-right (the car has an automatic transmission) and can rotate left-right.
   - While one key is pressed, gas is added, and when released, the gas decreases.
   - Left-right movement is half as slow as forward-backward.
5) Perspective projection with arbitrary parameters is active.
6) The camera is set up to show the dashboard and the scene through the windshield, following the movement of the betmobile.
7) Implement the Phong lighting model.
8) Add lights.
   - Add directional light to the scene mimicking the moon.
   - It is possible to turn on lights on the front of the betmobile that are headlights directed in front and below the betmobile.
   - It is possible to activate a night vision mode, affecting the entire scene.
   - The moon is 2D and has a visible bet signal (It is sufficient to load it as a transparent texture).
   - All dashboard lights are now point lights of small range and intensity.
9) All instruments and dashboard lights are now activated based on the behavior in the scene (no need to use a library, it is possible to implement custom logic).
   - The tachometer shows the current gas.
10) The steering wheel of the betmobile is visible (loaded as an arbitrary steering wheel model).