**Justify development choices for your 3D scene:**

The reason why I chose the objects that I did was because I could easily apply it to what I personally own as well as test my ability to re-enact the scene in a testing environment to be somewhat identical while knowing that it might be difficult mostly regarding how the chairs are built as well as casting an illusion to make the mug actually look like a mug with liquid in it. The way I was able to program functional code was by applying what I learned from the modules into the code I created as well as trying to find suitable textures for my environment that work for what the object is supposed to replicate.

**Explain how a user can navigate your 3D scene:**

The way a user could navigate my 3D scene is by using the WASD keys to move forward, sideways, and backwards as well as using the QE keys to move upward or downward. I also implemented a way for the user to move slower or faster by using the scroll wheel accordingly for movement speed.

**Explain the custom functions in your program that you are using to make your code more modular and organized:**

One of the custom functions I made would be material shaders which could easily be reusable if someone needed for instance a replica of glass in terms of how light interacts with it according to real life. The other custom function I have is the lights that I implemented into my scene which could be useful for someone who is creating any small to medium room as the lighting will be useful based on the positioning of the point lights as well as an ambient light that lights up the entire scene in a dim grayish color, while the point lights are supposed to replicate a basic ceiling light using a yellow hue.