

# 3D Chess

A Computer Graphics project

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# Features

- GameObject class (mesh, position, rotation, size ..)
- OBJ Loading
- Lambert Diffuse + Phong Specular
- Animations
- Camera Movement
- Raycast
- Multiple Skyboxes
- Diffuse Texture and Normal Maps (different for each object in scene)
- Customizable Spotlight (Decay), Directional Light, Point Light, Ambient Light + Emission
- Different KITS (Wood, Plastic, Neon, Marble) changing shader's parameters
- HTML GUI + Promotion card selection
  - No need to implement the scene graph: board is centered in 0,0,0 and is not moving