Working on prog5 was quite different to the previous programs. I found three.js to be a really interesting library. It made reaching our goals significantly easier and we were able to go above and beyond what we could've hoped to have achieved.

Whatever we thought of, we were able to find models and libraries that already existed. All we had to do was find a way to import and implement it within our code/project. As three.js is generic along with its additional libraries, implementing them within our code was not too difficult.

One thing that I personally ran into was finding documentation for versions of the libraries that we had implemented to be deprecated. This made it a little more difficult to get the code to do what we wanted to do but since the libraries were quite small it was not a big challenge.

It was also quite easy to troubleshoot compared to our previous programs as there is lots of documentation on three.js as well as similar questions on StackOverflow. I believe this is what makes three.js so powerful as whatever you need has already been programmed, all you need to do is use your creativity and figure out what you want to do with it.