Feedback Log

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| **Person who gave Feedback** | **Feedback Given** | **How Feedback was Addressed** |
| Jesse James Donlevy | Implement a flying camera | Implemented a flying camera into the project |
| Jesse James Donlevy | Control the global light direction and colour using ImGUI | Implemented the ability to control the direction and colour of the global lights using ImGUI |
| Jesse James Donlevy | Control the position, rotation, and scale of models | Implemented the ability to change the position, rotation, and scale of the models in the scene using ImGUI |
| James Mills | Phong shader is too intense and saturated | Made the phong shader not as intense by desaturating the shader |
| Jesse James Donlevy | Have the ability to change the shader on the sphere | Implemented the ability to change the shader on the sphere using a UI button |
| Jesse James Donlevy | Toggle a particle effect on and off using the UI | Implemented the ability to toggle on and off a particle effect using a UI button |