**Justification of Object Selection:**

The decision to choose objects from my desk for the 3D scene was deliberate for several reasons. Firstly, selecting familiar objects ensured ease of coding and allowed for a quicker implementation process. Moreover, using real-life objects adds a relatable aspect to the scene, enhancing user engagement and immersion. Additionally, the simplicity of the chosen objects facilitated their modeling and texturing, enabling a seamless integration into the scene. Overall, the selection of desk objects was pragmatic, considering both ease of implementation and user experience.

**Implementation of Required Functionality:**

The required functionality for the 3D scene was achieved through the utilization of the OpenGL API and associated libraries, particularly GLFW for setting up camera controls. By leveraging GLFW, users can navigate the scene effortlessly using a combination of mouse movements and keyboard inputs. The WASD keys facilitate movement in the forward, left, backward, and right directions, while the Q and E keys control vertical movement, allowing users to explore the scene from various perspectives. Furthermore, organizing functions in alignment with their initialization in the code enhanced readability and maintainability, ensuring efficient development and future modifications.

**Navigation System for the 3D Scene:**

To enable user navigation within the 3D scene, a virtual camera system was implemented using GLFW input handling. Mouse movements are mapped to changes in the camera's orientation, enabling users to look around the scene freely. Meanwhile, keyboard inputs control the camera's position, allowing users to move forward, backward, left, and right, as well as ascend and descend vertically. This intuitive control scheme provides users with a seamless navigation experience, enhancing their interaction with the 3D environment.

**Custom Functions for Modularity and Organization:**

In integrating the required functionality for the 3D scene, I drew upon a variety of sources for the functions utilized. These included resources such as the CS-330 Tutorial code, meshes provided by Professor Battersby, and a multitude of OpenGL libraries.

In conclusion, the development of the 3D scene involved thoughtful decision-making regarding object selection, implementation of required functionality, navigation system design, and utilization of custom functions for code modularity and organization. By considering user experience, ease of implementation, and code efficiency, the resulting 3D scene offers an immersive and interactive environment for users to explore and engage with.