

- Procedural terrain generated by using perlin noise.
- Textured the terrain using vertex fragment shader.
- Implemented the Phong-Blinn reflection model in the shader. Placed a few model onto the procedural terrain. Randomly spawn 50 trees, and the trees can not be spawned in the snow nor in the water, moreover trees won't overlap with each other (two trees will not exist in the same 3x3 grid).
- Added a moveable camera script onto camera so the camera can move freely.

