REPORT

I read the object line by line and added to in a list and then i look at the first element of the line if the first element is "f" I added it to pointsarray if first element is "v" i added it to verticesarray and ı opened one more list and added to the vertices according to the pointsarray's order and drew the dragon.I defined move matrix and view matrix in the shader.I wrote a rotate function for dragon by using move matrix and I gave scale dragon by view matrix.I define speed variable and wrote 2 conditions for speed up and down and multıply the dragon rotate speed by this variable according to the condition.