**Reflection**

1. **Justify development choices for your 3D scene**. As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.
2. **Explain how a user can navigate your 3D scene**. As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.
3. **Explain the custom functions in your program that you are using to make your code more modular and organized**. Ask yourself, what does the function you developed do and how is it reusable?