I selected the objects I did because I thought they’d be fairly easy to make. While I still think that is true, I quickly figured out that applying multiple objects is harder than I originally thought. I was unable to figure out how to use multiple objects in the code, but I was very happy that I was able to create a cube with the correct texture. I wanted to add a cylinder, a sphere, and a pyramid to have 4 objects in my code but was only able to have a cube. I am also satisfied that the camera and light are both functional.

To navigate my 3D scene, the user can use their mouse and the S and A keys. If this were an actual videogame, the user would be able to move the camera via up and down keys, a joystick, or mouse to navigate the scene. I would have liked to implement different keys for the up and down and side-to-side movements and/or functions for other keys.

The functions in my code allow for more organization because they are split up by functionality. There are separate sections for camera movement, user input, lighting, and so on. By having them split up like that, it is easier to find and correct any errors in the code. It was also beneficial because I was able to copy any code from past assignments into the next assignment because it was all there and functional already.