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CS 499 Milestone 2

I finally got my code to work properly. The issue that I am going to run in to is turning it in. The name of the file is *tut\_05\_03.cpp* found in the folder named *module5* in the folder *CS-330-master(CS499)*.

This artifact is a 3D scene created by using C++ code. My scene consists of 1 plane that is the base, 1 pyramid, and 1 cube. Everything is blue and made up of triangles. There is a light source that circles the scene from above. The user can move the camera view by using the *W*, *A*, *S*, *D*, and the mouse. The user can also use *J* and *K* to either make the light source stop or go.

I chose this artifact because I know that I can improve this scene. Right now, it is very basic looking. Improving this scene will show how much I have grown with coding. For this week this artifact was improved by making it workable again and eliminating the files that I do not need for this assignment.

I am not where I want to be with this artifact just yet. My goal is to change the colors of each shape and add more shapes to the scene. If I have enough time I would like to create a realistic scene.