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.

When I began, I didn’t know what to select for my scene and my desk was the first thing that came to mind. Looking back the desktop was a little to advanced for my skill level and I should have created a simpler scene. I used all available resources to create my 3D scene to the best of my ability and knowledge. As I programmed, I tried to check off boxes of what needed to be present in the project and I got most of the required aspects. I spent to much time trying to figure out the rectangle.h rather than fine tone what I already had finished for the project. Altering the scale of the shapes allowed them to be used in a variety of ways, such as the cylinder shape being used as the desktop foot. Prior to this course I had no experience with OpenGL, so taking in all this information and applying it was very satisfying. What the scene lacks is some special key program such as a camera hotkey, and lighting.

1. **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.

The scene can be navigated with the keyboard and mouse. The mouse can be used to look around in all directions, and the scroll wheel can zoom into wherever the user is looking. The WASD keys are used for simple movement such as going forward, backwards, left, and right. The escape key closes the 3DScene window.

1. **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?

In the code multiple functions are used such as translate, rotate, and scale. All these functions were used to alter the scene and get the desired desktop result. The only function that was not utilized correctly was the rotate function. I could not get it to work correctly even after configuring the libraries and dependencies. This was also the case when I tried to implement rectangle.h to build the monitors and keyboard.