Design document

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1. Camera class & Function ProcessKeyPressedEvent:
    Control the camera with keyboard manipulations.
    w: move camera forward
    s: move camera backward
    a: move camera left
    d:move camera right
    i: move camera up
    k: move camera down
    j: rotate camera right
    l: rotate camera left

2. Functions:
    initGL: main function, implement diffused lighting

    updateBufferObject: update the data of buffer

    createProgram: create the shader program

    drawLoop: draw moving animations

    useData: use the data of models from simpleObjectLibrary.js and bind it to buffer

    drawFloor: translate and scale a very big cube. Make it as our floor

    drawCube: scale and translate and rotate the cube

    drawRing: draw a ring

    drawCone: the cone translate with the ring and rotate itself

    drawTorus: draw a translating torus

    drawSphere: draw a translating sphere

    utils: used by every draw function.