**Justify development choices for your 3D scene.**

I originally chose a sticky note, a oculus remote, a marker, and a plane as my objects. These objects were chosen because it was what I had on my desk that fit the design proposal guidelines. In the end I decided to turn the oculus remote into a pyramid because I could not figure out the math needed to create a torus. I had a lot of trouble designing this and it still has a long way to go. I could not figure out the textures, so opted for only one and that one did not work. Despite all of this I still feel that I learned more information that in any other class I have taken so far.

**Explain how a user can navigate your 3D scene**.

The navigation in my scene is simple. The input processing was simple enough with the camera.h file, so all I had to do had my program detect when the mouse was moving and when keys were struck so that it could move the camera for the user. WASD was used as the standard “movement” keys. Along with Q and E for up and down.

**Explain the custom functions in your program that you are using to make your code more modular and organized**.

The number one thing I did to make my code more organized and modular was to create my own functions under the main method. That way when I needed to understand the flow of logic in my main I could just look at a small piece of the puzzle instead of scrolling through hundreds of lines of code to find one piece of my puzzle.