

=== CONTROLS ===

CONTROLS	FUNCTION
W, ARROW UP	Accelerate
S, ARROW DOWN	Decelerate/Backwards
A, ARROW LEFT, MOUSE DRAG RIGHT	Pan left
D, ARROW RIGHT, MOUSE DRAG LEFT	Pan right
Q	Go down
E	Go up
MOUSE DRAG UP	Camera down
MOUSE DRAG DOWN	Camera up

F1 - Help/Show Controls
F2 - Frame Time on/off
F3 - Wire Frame on/off
F4 - Textur-Sampling-Quality: Nearest Neighbor/Bilinear
F5 - Mip Mapping-Quality: Off/Nearest Neighbor/Linear
F8 - Viewfrustum-Culling on/off
ESC - Quit Game

=== DEVELOPMENT STATUS ===

Implemented until now:

- Bling-Phong illumination model
- All models with textures
- Debug camera (controls see above)

=== EFFECTS ===

Implemented until now:

- Direction shadows with PCF from the sun
(can be seen as the whole room except a part of the floor are in shadow)