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* Assignment: Final Assignment

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* Environment/Compiler: xcode 14.2

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**thanks to 3Dexport.com for foliage.bmp!*

Important User Interactions:

Press 'd' to view the dragon fly

Click the dragon fly in either window to view the dragon fly

Press 'e' to view the bee

Click the bee in either window to view the bee

Press 'f' to view the butterfly

Click the butterfly in either window to view the butterfly

Press 'w' to reset the selection

Click the selected bug again to reset the selection

Press ' ' (space bar) to halt flying animations to make selection easier

Press 1 to view the scene from the north

Press 2 to view the scene from the east

Press 3 to view the scene from the south

Press 4 to view the scene from the west

Press a to view the scene from above

Press 'r' to view the scene as the movable player

Press 'u' to move the player up

Press 'i' to move the player down

Press the left key to turn the player view left

Press the right key to turn the player view right

Press the up key to move the player forwards

Press the down key to move the player backwards

Right click and select 'Quit' to quit

Right click and select 'Reset Bug Selection' to reset the bug selector

Right click and hover over 'Bug Options' to choose which bug you would like to learn about

Right click and hover over 'Color Options' to change the color of the light over the bug

Right click and hover over 'Sun Color Options' to change the color of the light outside

Press 'm' to decrease the global ambient light

Press 'M' to increase the global ambient light

Press 'v' to decrease the material shininess

Press 'V' to increase the material shininess

This project is a bug viewer. To run this project, put the “jehandraTEXTURES” folder in the same directory as the code. Make sure the setup that allows xcode/vscode to use textures is complete.

Now, you can boot up the project and use the arrow keys to move forward and backward, and turn left and right. To use this program, you can click on any bug you prefer (from either screen) to learn more about the bug in the right screen. If you walk too close to the beehive, the program will not allow you to continue to move forward. If you back into the beehive, you will need to use the down arrow key and the left/right keys to turn and back away from the hive. The pop up menu works on both screens.