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Design:

- I simply took my Assignment 1 folder and used that as the baseline
- I added the necessary variables and methods into the SceneShader.h file
- I added more commands in the main.cpp file for editing variables
- I added textures and implemented editing methods in the SceneShader.cpp
- I also added the uniforms necessary along with default start values in the SceneShader.cpp
- And the most important part is applying the x-toon shading implementation into the mesh.frag file
- I was not able to change textures on the fly but you can select different textures on startup