Milestone Checklist and Semester Plan

By the end of

* Week 3 – Phong model, skybox, Environment map
* Week 4 – Deferred Shading
* Week 5 – Shadow map, hard shadow 1
* Week 6 – Exponential Shadow map
* Week 7 – Post-FX blue filtering, soft shadow
* Week 8 – Post-FX using Compute Shader
* Week 9 – PBR with BRDF lighting model 1
* Week 10 –PBR with BRDF lighting model 2
* Week 11 – Image based lighting (IBL) with PBR.
* Week 12 – SSAO
* Week 13 – Career Fair. Project finish here.
* Week 14 – Submission