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GAM 531 NSA

Assignment 6

The purpose of this assignment is to implement and focus on cameras. In our application, our camera should move using the keys pressed on the keyboard and mouse to look around. The keys W, A, S, D will move front, back, left and right, spacebar will move up, left shift key will move down, and escape key will close the application. I have continued from my assignment 5 so that this application also includes phong lighting. The challenges I had in this assignment was combining my code regarding phong lighting to this assignment regarding camera, as we already had a sample structured layout given to us. It took me a while to figure out how it worked as there were many classes used. Another challenge I have is that I couldn't test the mouse scroll functionality since I do not own a mouse. That's a challenge I'm still facing as I couldn't test to make sure it was completely functionable.

Here are screenshots of my output: