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I did not do the bonus part.

Render() function:
The main obstacle in this problem is how to transform the pixel coordinate to a vector in world space, in other words, to form x and y. We have a [width, height] -> [0,1] -> [-1,1] transform process. Then we call the function castRay() to cast color on the framebuffer.

rayTriangleIntersect() function:
implement Moller-Trumbore algorithm and check if the intersection point is in the triangle or not.