

This project that I made is a bit matching game. There is ears that has to go with the giraffe, hair that has to go with the lion, and horn that has to go with the buffalo. I made key commands differently so for transx q and w, transy a and s, rotatex e and r, rotatey d and f, rotatez t and y, scales g and h, and scaleh i and u. So, people can play with it matching where three objects need to stay.