**WEEKLY REPORT**

For the week beginning 12th of April 2021

**Important Notes:**

* This report is to be submitted by all interns under Aztech Internship Programme.
* **Due Date: By 6.30pm of every Friday**

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| **Day** | **Daily Work Updates** |
| **Monday** | LMS v3 three.js scene   * Selecting and deselecting lights added * Outline on rollover of lights implemented * Remove light added |
| **Tuesday** | LMS v3 three.js scene   * Multi select lights with CTRL + LMB added * Toggle On/Off/Normal added * Created error message display on screen |
| **Wednesday** | LMS v3 three.js scene   * Move to light (camera) function added * Split some functions from scene to separate file * Fixed bugs with error message display and camera * Edit light name added |
| **Thursday** | LMS v3 three.js scene |
| **Friday** | LMS v3 three.js scene |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Basic camera controls and light placement completed for the three.js scene, but would require setting up the array of references to the light objects at the scene level for all the other features * Spent too long on fixing the bug with the useState hook due to misunderstanding the function scope of the DOM event listeners, but it is fixed now * Working on testing the Kyla health app was a nice change of pace from front-end development |

**Submitted by:**

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| **Name :** | **Tan Kok Hwee Murphy** |

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| **Date of Report :** | **16/4/2021** |