* Arena MEDIUM: I implemented all the feature for the arena except the SkyBox texture.
* Spaceship model: MEDIUM-HARD: I made a model with 2 different surface materials. I also implemented a hierarchical relationship between model sub-objects, the wings will swing when changing direction. However, the ship model is quite simple.
* Asteroid: MEDIUM-HARD: the asteroid model has some random amount of perturbation but doesn’t have a texture mapped to it.
* Asteroid movement: HARD: fully implemented
* Lighting: MEDIUM: doesn’t have animated light source to the game
* Bullet and Shooting: MEDIUM: fully implemented the shooting mechanic but doesn’t have animated frame.
* Explosions: HARD: fully implemented
* Camera and Ship movement: HARD: fully implemented with Left, Right, Behind camera. However, the movement of the camera when ship moving around may not good.
* I didn’t use any model and texture online.

Control:

* W and S: pitch
* A and S: yaw
* F: change camera angle
* Left Mouse: shoot
* Right Mouse: boost