

Honestly I ran out of time to complete this project due to other finals, however the fundamentals are all there and it works for the most part. The things I wish I had time to fix are, that the first window changes along with the second window, Exiting the second window while the second window is selected exits the program, there is some inefficient copy paste code to do with the second window. For the most part this code works though.

The controls are forward back, (w, s), side to side, (d, a) roll (e, q) grab screen is left click, select object is right click. I deviated from the instructions intentionally by swapping the left for right click as it felt more natural.

The right click selects the nearest object and displays it in an object window. To close the object window re-select the world window and click Q. Unfortunately I didn't have time to work on the problem of global variables, so changing the view or re-sizing the second window will affect the main window. If you resize the second window remember to resize the first window when you come back to it.