

## Usage of provided assignment one assets:

- Inside our code base is an **Assets folder** where our meshes and textures will live. Paste these assets into the week four base code.
- All provided assets should have an initial **scale of 1,1,1**. They've already been sized for you to ensure they fit together tightly (for example, floor and wall tiles will line up perfectly when placed one unit apart).
- The **Y position of every asset should be 0**. Offsets have already been taken into account so the player sits on the floor, and the moves remaining bar sits above the player's head. Leave Y at 0 and everything should just work.
- When loading in these assets, **double check you typed the path and filename correctly**. If our engine can't find an asset, you'll get a **"Could not create window"** error.
- A texture is provided for each different type of floor tile. These textures will also work on the other meshes too if you want the player capsule or progress bar to be a certain colour.
- Remember we only need to **load each mesh once**. The same mesh can be used by many different objects, and each object can use a different texture.

## How do I move the camera?

If you want to adjust the camera position to get a better look at these meshes, change the `m_position` vector in the first constructor of `Camera.cpp`.

We'll talk about virtual cameras in detail in week five.

## Why does it look so flat?

Right now our engine has no virtual lighting. We'll give you a few lines of code next week which you can paste in to make things look nicer.

We'll discuss virtual lighting in week ten.