**Milestone 3 Summary**

This document outlies a short summary of all the changes made to the project since Milestone 2

* Switched to GlFW as the core window library – This was necessary because ImGui did not play well when using OpenGL with SFML
* Integrated ImGUI into the project. Currently added a scene hierarchy panel that show information about all the entities in the scene and a debug-log panel that shows the log In-Game
* Overhauled the logging system. Added a new logger that segregates and formats the log according to the log type (Info, Debug, Warn, Error). The class also maintains a fixed size queue which is used to store the logs to be displayed in the in-game log window
* Added a deferred rendering pipeline with HDR support. This was added to reduce color saturation and make the lighting more realistic
* Integrated Nvidia Physx into the project and added basic physics functionality. The engine currently supports static and kinematic rigid bodies with box or spherical colliders. Both the rigid body and collider can be attached to entities
* Reorganized project files into appropriate folders (Core, Rendering, Physics, Editor, Scene, Resource Management)