So far things have been fairly straightforward. I have added a few more objectives to the Milestone that I realized needed to be completed. Have completed further than I set as a milestone, but mainly due to the fact that some of the stuff needed to be done to complete stuff in the milestone.

I have rendered images similar to the ones in 3.1 and 3.2 in the writeup so far.

Objectives:

Milestone:
- ~~Finalize the files needed and write skeleton code~~
- ~~Code the depth shader shade based on depth from camera~~
- ~~Transform fragments into light space~~
- ~~Put the depth image into a texture~~
- ~~Possibly create a toggle or method to display the depth image for debugging~~
- ~~ADD FLOOR~~

Final project complete:
- ~~Render first and second pass images~~
- ~~Make shaders swappable depending on pass~~
- Code the shadow shader
- Tune parameters to make sure that shadow acne and z-fighting is minimal
- Test several scenes
- Work on bonus