DirectX 11.1 Game Engine

Controls:

* Camera Up: Mouse y-axis
* Camera Right: Mouse x-axis
* Forward: W
* Back: S
* Left: A
* Right: D
* Up: Space Bar
* Down: Left Ctrl
* Increase Camera Speed: Left Shift
* Light movement toggle: M
* Cube rotation toggle: R
* Show shadow map toggle: O
* Show smooth shadow: K