

Subject <<interface>> void registerObserver(Observer* observer) void notifyObservers(float aspectRatio, vector<Light>& lights) Camera glm::vec3 Position glm::vec3 Target glm::vec3 Up glm::vec3 Right glm::vec3 WorldUp float Yaw float Pitch float MovementSpeed float MouseSensitivity float Fov vector<Observer*> observers

Camera(glm::vec3 position, glm::vec3 up, float

void registerObserver(Observer* observer)

void ProcessKeyboardMovement(const char direction, float aspectRatio, vector<Light>

void notifyObservers(float aspectRatio,

yaw, float pitch)

lights)

vector<Light>& lights)

glm::mat4 GetViewMatrix()