Bug Report

# **Bug Identifier: FunkyShaders**

# **Group Name: WASP**

## Members:

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### Bug Outline:

We were testing out some shaders designed to give our game a “cel-shaded” look, but for some reason the objects are being flat-shaded rather than cel-shaded.

### Expected output:

Various objects rotate around a tower while the camera rotates around them, and everything is given a “cel-shaded” look with black lines around them to make things look more cartoony.

### Current output:

Same as expected output, but all the objects are flat-shaded rather than cel-shaded.