- 20-30 commits minimum
- Canyon (hand made mesh + vertex shader variation)
- Bridge with constrains
- Music
- read from python-generated csv file
- Skymap with stars (shadered)
- Temporal shader for moutains
- First person perspective with footsteps sychronized with screenshade and loud breathing
- Bonus: Procedurall animation of 3 spheres
  - 2 foots
  - One shpere for body, bending down aftereach step
- Dont check in binary files! For project especially
- Do not you tabs!