**Project Part 2- report**

**State of the project and progression**

After a standby of the easter week vacation and the midterm exams, we are now fully working on the project. The implementation of the water is still ongoing as well as the sky. We passed a lot of time debugging the framebuffer but now it should be fine. The textures are done and the result is satisfying. Diffuse shading was implemented and it is good. We are now looking to improve the result with the things we are currently working on. Those features should be finished in the coming week and we expect to have a result worth at least a 5 if everything goes well.

**Work division**

**Andrea Gulberti:**

**­­­**-Implemantation of water

-Textures

Workload : 35%

**Marouane Fahli:**

-Debugging of the framebuffer

Workload : 35%

**Xhulio Hasani:**

-Implementation of sky

Workload : 30%