Assignment 0223
This assignment seeks to give you even more practice with OpenGL and GLUT programming.

For Submission
Revisit your showroom program from Assignment 0209 and make the following changes:

1. Improve upon your drawn objects based on the additional information and examples provided in the past few class sessions, particularly in terms of lighting.

2. Convert your movement/look-around logic to use governed and acceleration-based animation:
   a. You will want to use glutKeyboardUpFunc and/or glutSpecialUpFunc to detect, as separate events, when a key is released (glutKeyboardFunc and glutSpecialFunc should still be used to detect when a key is pressed).
   b. Be prepared to do some trial-and-error regarding the optimal acceleration and velocity values — it will take some tweaking to get the movement to “feel right.” Structure your code so that this experimentation is relatively easy to do.

Commit your work as a new version of the showroom program.