For our improvements we fixed the bug where the lava would not show in the background of the rendered Text, we fixed this by rendering the text after the lava has been rendered. We also fixed the HUD opacity issue by setting the appropriate flag to make the HUD fully opaque. We added a polished marble statue in the starting room, that is shaded using Physically based Shading and has a high reflection coefficient to show off our environment map. We have also disabled camera movement when the "You Won" text is displayed since it led to some funky movements of the geometry since the model- matrices where not updated when the won bool was set to true.