Current working notes

# Development Structure

Reading Through : <https://api.csswg.org/bikeshed/?force=1&url=https://raw.githubusercontent.com/vector-of-bool/pitchfork/develop/data/spec.bs>

# Learning SDL/Open\_GL

https://books.google.co.uk/books?id=bvFsDwAAQBAJ&pg=PP4&lpg=PP4&dq=Learn+OpenGL:+Beginner%27s+guide+to+3D+rendering+and+game+development+with+OpenGL+and+C%2B%2B+epub&source=bl&ots=ipBaZTDyKV&sig=ACfU3U2y2j6zlqkDN9heCMshH-1KhvFazA&hl=en&sa=X&ved=2ahUKEwjPlv2tl5P2AhUCZcAKHYd\_C64Q6AF6BAgpEAM#v=onepage&q&f=false