

Version	Dato	Tid	Hva	VS	TA	VD
0.1	12.10.2017	20:00	# Opprettet prosjektfil og GitHub	x	x	x
0.2	12.10.2017	-	# Added Rectangle class. # Added shaders. # Added Camera class. # Added Cube class # Included stb_image loading class. # Included (temporarily) GLM. # Made a quick world setup for testing.		x	
0.3	13.10.2017	-	# Fixed a bug not including glew32s.lib in the project.		x	
0.4	14.10.2017	20:00	# Created Mesh - a 3D object loader baseclass. # Changed the rest to utilize this new class.		x	
0.5	15.10.2017	20:00	# Added more features to Mesh. # Added some debug information.		x	
0.6	18.10.2017	19:00	# Created new Texture class. # Added more features to Mesh and updated everything else accordingly.		x	
0.7	18.10.2017	21:00	# Made level classes and added toggle for VSync	x		
0.8	19.10.2017	07:00	# Made changes to Texture, Mesh and updated the rest accordingly.		x	
0.9	19.10.2017	08:00	# Moved some files around so that creating new files and linking will be more fluent. # Integrated my code with the new changes made by Vegard		x	
0.11	19.10.2017	12:45	# Made a source file for Shader class. Added some neat colors in my level class. # Made Shader, a base-class and created two new shaders, ObjectShader and LightShader that inherits from Shader. # Added Cubemap. # Added CubeMapShader. # Added more comments to several classes.		x	
0.115	24.10.2017	18.45	# Added text render class and a example class level to explaine how this works # Made some canges to Application.cpp	x		
0.116	24.10.2017	19.00	#Added a few math classes #Made a new method in camera.h			x
0.0117	25.10.2017	18.00	#Added math lib			x
0.12	30.10.2017	16:13	# Changed shader names to *.shader so they receive some syntax. # Made so all 3D object classes uses vec3 instead of raw floats. # Adjusted Mesh to work with vec3 datatypes. # Added Triangle, Diamond and Sphere 3D object. # Added Anti-Aliasing. # Made it so that light shader can define multiple light sources (still not complete).		x	
0.121	01.11.2017	02:33	# Fixed the last bugs (I believe, after a lot of testing) in the math classes (mostly transformations). # Added our own lookAt method in the "newcamera.h" file			x
0.122	03.11.2017	15:00	# Implemented the math library in our project			x
0.123	08.11.2017	00.25	# Changed the way creating 3D objects work. Object generators now save all the vertex data to a Vertex object stored in the Mesh class. # Added MeshUtility, a static class which holds functions for creating and calculating normals, tangents and bitangents. I will most likely integrate these functions into the Vertex class. # Added Directional Lighting in object_shader. # Added support for normals in object_shader.		x	
0.2(VS)	19.11.2017	15.00	#Made changes to camera header so that camera movement is locked to z and x directions and a new jumping method for y direction Can change between flyingmode or classic first person mode with one more parameter in camera.ProcessKeyboard --> Bool flyingmode;	x		

0.21(VS)	19.11.2017	21.18	#Early alpha version of collision detection on Vegard's level	x		
0.3	22.11.2017	18.00	#Implemented Bloom			x
0.35	07.12.2017	12.00	#Added Volumetric clouds		x	
1.0	08.12.2017	12.00	#United the project and ready for delivery	x	x	x