* Setup Euclidean Distance Project as CMake Project
  + - No Implementation yet
* Learnings
  + CMake doesn’t need a solution
  + CMake will add to Lists file automatically with VS
  + headers
    - You can forward declare in C++ when using a Pointer or Reference
    - You can #include if you have a object of that type or it’s a parent class
    - This removes the possibility of a circular inclusion
    - Always use #pragma once
    - Inline functions in headers when you code them (if in class definition they are always inline)
* TODO
  + Setup more Tests for both the Unit Test Framework and visual tests for the app.
  + Add some more strategys to the pattern and tests for those
  + Add Performance Testing
    - Research best method
  + Create map class
    - Think about Border / padding for edt with roads
      * Find out worse case requirements
    - Think about general best implementation including inheritance and so on
    - Implement
  + Implement CMake Project