* Setup Euclidean Distance Project as CMake Project
  + Added Testing via cmake with google test
* Learnings
  + Cmake test with ctest -> google test works with visual studio testing
* 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