* Day1:
  + Tuesday 11/24/2020
  + Development lasted 4 hours 53 minutes and 50 seconds.
  + Can create a window and render an image to that window. Currently, the image that is rendered is complete red.
    - Has been tested
  + Input Done
    - Has been tested
  + Basic game loop is done.
    - Not tested
    - Sort is also done
  + Image Rendering is not done.
    - Images do not have true alpha rendering. (ADD LATER IF NECESSARY)
    - Cannot render transformed images yet.
      * Scale, translated, and rotated images
  + Image Loader has not been started
  + Audio has not been started either.
  + TIME LEFT FOR SPRINT => 3:06:10
  + TOTAL TIME LEFT => 19:06:10