What we’re doing today:

* Change the vec\_objects to a set of pointers, not “stack” based object
  + std::vector< cMesh\* > g\_vec\_pMeshes;
  + //std::vector<cMesh> g\_vecMeshes;
* Move some of the functions outside of the main file (to keep ourselves sane)
* Move the “drawing” items to its own function and place that in a new file
  + Separate what it does, specifically
  + Allow us to start using a scene graph type thing
  + DrawObject(…???...) draws a single mesh