Adding an object

This example shows the code used during the lesson to show how to add a new object which requires a new pipeline, with different Vertices and Descriptor Sets Layouts. The code is based on `Starter.hpp`, which is a custom wrapper to the topics covered in the official Vulkan Tutorial. File `E09.cpp` contains the point from which we started during the lesson, containing only the space ship. File `E09 - Final.cpp` contains the code where we arrived at the end of the discussion.