Camera

* Used eulers angles
  + To move in an fps type fashion
  + Towards the look at vector
  + Elapsed time between frames

Skybox

* Tried everything for about a week, nothing I tried seems to work
* Even compared my code to others with the exact same implementation and still nothing
* Started with skybox class, then re-written it with the cubemap class

Airplane texture didn’t seem to work properly..

Code design was greatly influenced by the learnopengl.com tutorial series