TODO!

Morning

Restructure code I.E move all rendering operations into tank class

Make current operations work with new tank class

Move crew positions into class by themselves

Clean up code

Make function call for changing position so it’s easier

Extend viewports to all applicable objects

Evening

Implement turning turret

Remodel if necessary!

Work out how to integrate collision objects in object file!

If possible work out how to use objects to render in same egg file!

Implement elevating gun and changing viewpoint!

Implement firing AP shell!

Night

To be decided!