

## MyProject:

This is just a refactoring of Example 13, which aims at separating the "constant" code part, from the one that should be changed to create an application, exploiting as less as possible of Object Oriented features of C++. If your application fulfills the assumptions below, it could greatly simplify your development efforts, reducing the amount of copy & paste required.

## Assumptions:

- Everything is done in the same Render Pass, that has a single subpass and only a color attachment.
- One single type of Vertex is used, that has Position, Normal Vector and UV coordinates.
- Only Indexed Triangle lists primitives are used.
- Each Pipeline has a different and personal Pipeline Layout.
- All Pipelines have only a Vertex and a Fragment shader, both starting with main()
- Only two types of descriptors are allowed: uniforms and combined images and samplers
- All Meshes and Textures needs to be loaded from the beginning, and be in the scene for the whole time. However, please remember that objects might always be hidden by bringing them "off-screen" (with coordinates further than the far plane)

## Assets:

This is just a set of assets for a simple Slot Machine game