Assignment 0: set up your Vulkan development environment

Following the tutorial on:

https://vulkan-tutorial.com/Development_environment

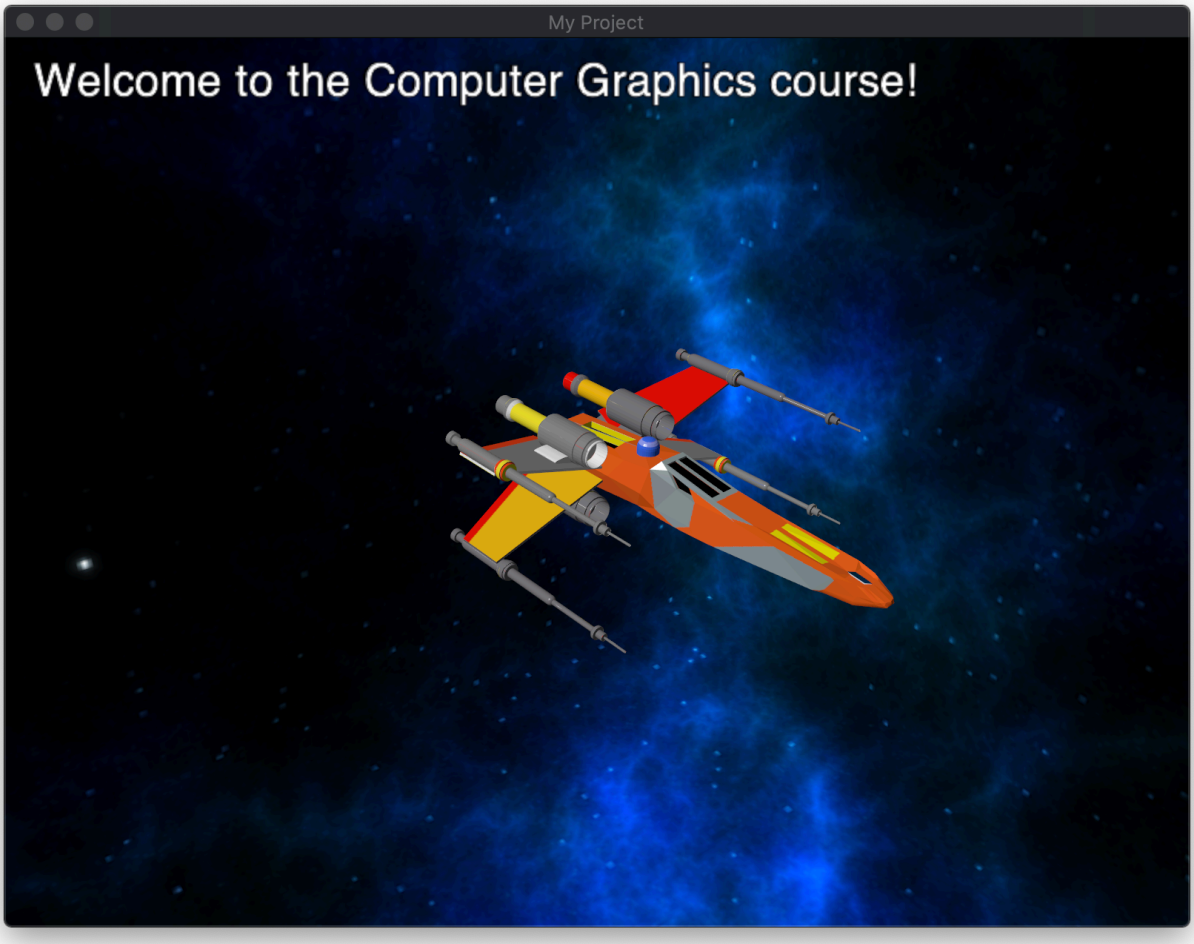
Install your own Vulkan development environment. Use it then to create your own project, and compile the file **`A00.cpp`**

Running the code, should show you the following application:

User can move in the 3D world using the following keys:

ESC – quit the application						
Q: roll left	**W**: forward	**E**: roll right	**R**: up		↑: look up	
A: left	**S**: backward	**D**: right	**F**: down	←: look left	↓: look down	→: look right

You can also drag the mouse (move while pressing the left button) to rotate the view.



Beside the Vulkan library and GLFW (as specified in the tutorial):

https://vulkan.lunarg.com/sdk/home
https://www.glfw.org

Assignment 00 uses also the following libraries:

GLM – math functions - https://github.com/g-truc/glm
STB – load texture images - https://github.com/nothings/stb
TINYOBJ – load `.obj` 3D models - https://github.com/tinyobjloader/tinyobjloader

Since these 3 libraries are all header-only (i.e. they are included in the main code during compilation, and they do not other special install procedure), have been included for convenience in the `headers` folder of the assignment. When setting up the project for this assignment, you can simply add the `headers` folder to its "Additional Include Directories", to shorten its setup time.

The other three folders, namely `models`, `textures` and `shaders`, contain the assets that are used to compose the scene: their content is loaded at run time by the application.