Build Method:
Windows: run COMP5822M-cw1.sln with Visual Studio

1.2
- using two graphics pipelines (scenePipe, texturePipe)
- two buffer struct
    1) ColourMesh: saves the buffer for Colour only Meshes
    2) TextureMesh: saves the buffer for texture only Meshes

- two functions help creating the Car and City buffer
    1) ColourMesh createCar(ModelData const& aCar, lut::VulkanContext const& aContext, lut::Allocator const& aAllocator)
    2) ColourMesh createCity(ModelData const& aCity, lut::VulkanContext const& aContext, lut::Allocator const& aAllocator)

-I didn't create colour buffer to city.obj
- two descriptor layout
    1) sceneLayout (handle uniform buffer)
    2) objectLayout (handle texture)

1.3
- the camera is based on the learnOpenGL website
- doesn't use the glfwGetWindowUserPointer()

1.4
- use <vkCmdBlitImage> to generate the mipmap while loading

1.5
Without Anisotropic filtering

With Anisotropic filtering