See Day 1 (finish that stuff)

Day 2:

* The environment is 2D, not 3D
  + Add a z axis (even though it’s already there)
  + Update the shader
  + Update the vertex layout
  + Update the vertex buffer (array)
* Separate the model, view, and projection matrices
  + In the C++ side
  + In the shader side
* Look into handling the keyboard input
  + There’s 2 ways to do this
* Update the “Camera” so you can “move it around”
* Add some more triangles on the model
  + Have a quick look at how some 3D models are stored
  + Review of fstream, C arrays and pointer basics (review)
  + Basics of transformations (and matrix math, if time)
* Pass a uniform variable to change colour

Repeat this mantra 3 times:

“Today was the day I feel in love with OpenGL.”