Architecture changes

* Rename Display class to something like “Game”
* In Display class, is necessary to make the Scene a pointer ? Scene is a structure, it doesn’t needs to get constructed with parameters, so we shouldn’t make it a pointer
* Display class mustn’t have Entity\*\* cause entities must get created locally in initScene method
* Methods must start with an upper case instead of lower case (Ex : initScene 🡪 InitScene)
* Rename methods such as RenderScene2, renderScene3 etc… cause they are not enough explicit.
* We can choose to create a unique RenderScene method, called every frame, which will call different method in a switch (Depending on current version of the rasterizer we wanna test). For example, if version = 0, RenderScene method enters in the case 0 and call the RenderSceneVersion0 method (Or other name)
* Refactor to add some “const” keywords where possible
* Later, we will create a menu to select the version of the rasterizer to launch