



Timeframe	Task
<b>SET UP</b>	
<ul style="list-style-type: none"><li>▪ Include/Path Error solving</li><li>▪ Get Window</li></ul>	3H
<b>OBJECTS</b>	
<ul style="list-style-type: none"><li>▪ Add objects</li></ul>	2H
<b>SHADER</b>	
<ul style="list-style-type: none"><li>▪ Vertex Shader</li><li>▪ Fragment Shader</li><li>▪ Shader Header</li><li>▪ Texture</li></ul>	3H
<b>CAMERA</b>	
<ul style="list-style-type: none"><li>▪ Camera Code</li></ul>	2H
<b>ANIMATION</b>	
<ul style="list-style-type: none"><li>▪ Spinning Cubes</li></ul>	6H