Assignment 13: Initialize Vulkan up to the Command Buffer creation

Following the tutorial on:

https://vulkan-tutorial.com

complete the skeleton application in `Assignment13.cpp` to:
1. Create a Window with GLFW.
2. Create a Vulkan Instance.
3. Create a Presentation Surface with GLFW.
4. Cycle through the available device and pick up the first supporting both a graphic and a presentation queue.
5. Create a Logical Device with both a graphic queue and a presentation queue.
6. Create a Command Pool for the graphic queue.
7. Create a Command Buffer from the previous Command Pool
8. Release all the resources.

In the above mentioned tutorial, skip for the moment the section about validation layers:
(No https://vulkan-tutorial.com/Drawing_a_triangle/Setup/Validation_layers) on which we will return in a following lesson, and focus on:
https://vulkan-tutorial.com/Drawing_a_triangle/Setup/Physical_devices_and_queue_families
https://vulkan-tutorial.com/Drawing_a_triangle/Setup/Logical_device_and_queues
https://vulkan-tutorial.com/Drawing_a_triangle/Presentation/Window_surface
and the first two section of
https://vulkan-tutorial.com/Drawing_a_triangle/Drawing/Command_buffers
Command Pools: https://vulkan-tutorial.com/Drawing_a_triangle/Drawing/Command_buffers#page_Command-pools
and Command Buffer Allocation: https://vulkan-tutorial.com/Drawing_a_triangle/Drawing/Command_buffers#page_Command-buffer-allocation
leaving the rest of that chapter for a later assignment.