Gary: * Simple bounding box
           physics -
           COUT: The Actors that
                    collided.
         * Add Console + Window

Bry: * 4/5 (Tutorials)
                  Done
         * Start on 6

Clarke: * Finish 3
         * Try to finish 4

Sam: * Movement   of Player
           Controlled Actor
         * E.C.:   Actor ~~~ AI Actor
                    Pl Actor   Asteroid *
                      N InterActor

Hef: * Tutorial 4/5/6
            * 1fff: Fix SCONS
            * Obj. Model format

Milke: * Vector3F
                 ↳ Fix computer

Hutch: * Textures

Kevin: * Get Setup
            * Tutorial 1-2
            * Maybe 3-4

Vector3f   foo (0.0, 1.0, 2.0);

Double

↓

↑

3 floats

0.0f

Sakkos: Proper Singleton Destroy