- First Log (6/1/2022): 149516
  - Look at code to find optimization
  - Moved variables in classes to shrink data with better alignment
    - Need padding later
  - Used RVO in Vect4D
  - Filled in missing Big Four with default

- Second Log (6/7/2022): 150557
  - Looked at variables in ParticleEmitter
  - Removed unused variables from initializer list and header file
    - particle_list and scale_variance

- Third Log (6/8/2022): 150731
  - Attempted to shorten the data for classes ParticleEmitter and Particle
  - The idea was to change instances of Vect4D to Vect4D*
    - This led to problems with the overloaded math operators
    - Tried finding what was needed to be changed

- Fourth Log (6/8/2022): 150733
  - Reverted from previous change
  - Focused on getting rid of STL
  - Changed drawBuffer to an array of Particle objects
  - Refactored ParticleEmitter to utilize the array instead
    - Also reuses the array and doesn't need to be cleared each cycle

- Fifth Log (6/8/2022): 150734
  - Changed Matrix::get to use Return Value Optimization

- Sixth Log (6/8/2022): 150736
  - Began thinking about proxies
  - Saw a Matrix * Matrix * Matrix * Matrix * Matrix
  - Began adding structs that overloaded the operator *

- Seventh Log (6/8/2022): 150745
  - Finished implementing proxies for Matrix multiplication

- Eighth Log (6/8/2022): 150758
  - Changed double type to float type in…
    - Matrix, Particle, ParticleEmitter, and Vect4D
  - Used OpenGLDevice::SetTransformedMatrixFloat
  - Improved update time

- Ninth Log (6/8/2022): 150776
  - Pondering how to make ParticleEmitter::draw faster

- ○ Tried using pointers again, encountered the same errors with the overloaded math
- ○ Tried changing the Matrix objects in the function to pointers
  - ■ Some functions had unexpected behavior
- ○ Tried putting Vect4D into Matrix, similar to SIMD

- ● Tenth Log (6/8/2022): 150782
  - ○ Changed OpenGLCameraMatrixDouble to Float version
  - ○ Tried messing with pointers again
  - ○ Realizing that I'll need to commit to SIMD
  - ○ Changed one compiler setting
    - ■ Favor Fast code (/Ot)

- ● Eleventh Log (6/9/2022): 150925
  - ○ Put SIMD union in Vect4D
  - ○ Changed operator - (Vect4D) to use SIMD

- ● Twelfth Log (6/9/2022): 150960
  - ○ Experimented with SIMD
    - ■ Changed more operations to use SIMD
  - ○ Changed Vect4D to Vect4D* for a guaranteed aligned Vect
  - ○ The changes did crashed during release
  - ○ Reverted back to before SIMD was implemented
  - ○ Added const keyword

- ● Thirteenth Log (6/9/2022): 150980
  - ○ Added Vectors to Matrix
  - ○ Began changing some Matrix functions

- ● Fourteenth Log (6/9/2022): 150989
  - ○ Changed all matrix functions to use the vectors instead of changing each float variable
  - ○ No changes in performance

- ● Fifteenth Log (6/9/2022): 151025
  - ○ Tried doing pointers again
  - ○ Heap error
  - ○ Tried debugging
  - ○ Didn't work
  - ○ Revert back to before adding pointers

- ● Sixteenth Log (6/9/2022): 151040
  - ○ Initialized all Particle data in initializer list

- Seventeenth Log (6/9/2022): 151042
  - Final look