Tutorial notion: https://second-shade-3ce.notion.site/Game-Development-Workshop-1167dad8cdb5806db7ddc215323d1a89

Raylib / C notes:

World struct must be the last struct declaration

Allow degree of freedom for camera movement to follow target or add lag to animate the camera moving to the target over time.

Frame specific vs world specific data (short-lived vs long-lived)

Manual memory management, C