Empires of the IV

Week 2 Sprint

* Anarian Game Engine
  + Finish up the Rendering Pipeline
    - Without the rendering pipeline setup, no 3D objects can be drawn to the screen. As such, finishing it is the highest priority.
  + Write or find an .obj loader
    - Considering the difficulty of manually coding meshes, and due to using Fuse for model creation, I will need to create or find an .obj loader to get the models from Fuse into the game engine.
  + Render a .obj file to the screen.
    - If I can successfully get an obj file on the screen, I can then move onto the other parts of the project
* Fuse
  + Model a couple different humanoids for testing
    - This will be the easiest part of the entire sprint as since they will be test models, I can randomly select parts and get a model made. These will be used for testing the .obj loading and rendering.