MagicCube.

Big Task

1. ~~Render Cube.~~
2. ~~Camera Class.~~
3. ~~Launch object.~~
4. ~~Skybox.~~
5. Replace the cube with a sphere.
6. Collision detection.
7. Shot on the target.
8. User testing.

Small Task

1. ~~Generate vertex position.~~
2. ~~Generate textureCoord.~~
3. ~~Draw the cube.~~
4. ~~Rotate the cube.(Entire)~~
5. ~~Texture buffer.~~
6. ~~Instanced drawing.~~
7. ~~Generate mipmap.~~
8. ~~Rotate single cube.~~
9. ~~Camera can look&rotate to up/down.~~
10. ~~Camera can look&rotate to left/right.~~
11. ~~Draw a moving cube from camera position to look at direction.~~
12. ~~Load cube map.~~
13. ~~Initialize cube map.~~
14. ~~Render skybox.~~
15. Load tessellation shaders OK.
16. Render sphere.