11/9/2018
1. Change double to float
2. Comment out some lines in draws
a. Comment out is marked by "//Comment out" following by /*
3. Code change in update()
Why would you use 3 whiles in update()??
a. Remove 1 while. Intend to remove 1 more.
4. Code change in draw
a. Remove 1 the last for loop. Increase by 10ms.
Total time increase: 10 ms

11/13/2018

-ParticleEmitter.cpp

1. Major break through in draw and update: remove STL list. 6 hours long, not worth it.
2. Also move some codes out of loops in draw.
3. Modify spawnparticle function so it does not have to use if-else condition in while
4. Remove buffer related thing

Side note: matrix multiplication probably causes none-improved timing. SIMD might help.

Time improve: none or very little.

Particle.cpp
1. Remove unnecessary Vect declaration in Update

main.cpp
1. Move camera out of loop

11/14/2018
1. Fixed particle size issue by re-do the whole project.
2. Add align16 header to solution
3. Use SIMD.
4. Try multiple methods of matrix multiplcation. Result remains unchanged. Hence there is "changed nothing" comment.
5. Move more code outside of loop.