CS 559 Project 2

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# Primary Objectives

* Draw P1 ship
  + Get Mesh class working
  + Add Cylinder object to Mesh
  + Add Cube object to Mesh
  + Create Ship class
  + Add object Meshes to Ship
  + Add ship camera
  + <http://stackoverflow.com/questions/17610622/third-person-camera-flips-on-loop>