Timesheet

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| Date: | Timeframe: | Accomplished |
| 1/11 | 9:05 – 9:50 AM | Messed around with git, hopefully didn’t break everything. Downloaded the Unite 2017 repository, had to upgrade it to 2020.1.6f1. Managed to get it open. |
| 1/12 | 9:05 – 9:50 AM  2:50 – 3:15 PM  8:30 – 10:00 PM | Pulled lab files into a folder. Apparently all of the code for the ScriptableObjects were put into a folder for code. Looked at the assets of Unite 2017.  Learned about the implicit and explicit keywords, looked a little more into ScriptableObjects.  Tried writing pseudo code for ScriptableObjects and what not. |
| 1/13 | 9:10 – 9:50 AM  2:50 – 3:15 PM | Can, in fact, look at the C# files on the Unite 2017 GitHub repository. There’s actually a Unity Package (findable in Project window, under Packages) called EventSystem, and you can look at its script (it’s made by the actual Unity Devs).  Looked at Events using ScriptableObjects more closely |
| 1/14 |  |  |
| 1/15 |  |  |