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 | 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). |
| 1/14 |  |  |
| 1/15 |  |  |