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  10:30 – 11:15 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.  Read the Unity Documentation for Serializing and ScriptableObjects, tried filling in more of ScriptableObject\_attempt |
| 1/14 | 9:05 – 9:50 AM  2:50 – 3:15 PM | Even with the KeyCode method, the movement issue still persists (looking at the Unite 2017 project on v 2020, must be a keyboard problem or something like that). The operator keyword is used after the implicit/explicit keyword, before the return type, with the method having no name; calls the method when the variable with the Object is called without a specific method, returning the return type after the operation stuff is done.  Temporarily rewrote the KeyboardInput script of the Unite 2017 demo. |
| 1/15 |  |  |