Week 3: Unity Unleashed

Last week, we learned about Unity and how to make a game in Unity that was 3D. First, we went to Reston to learn about Microsoft’s enterprise strategies and practices. The first part we learned about was the small yet open source devices such as the Raspberry Pi and the Arduino. The next thing we learned about the difference between Bing and Google. Bing had a lot more information than Google, in which we concluded from that finding that Bing was better than Google. Then, we looked at what could be the physical location of our website: the servers. Those Servers contained a lot of bytes (Petabytes, precisely), and also require HVAC (Heating, Ventilation, Air and Cooling) systems to run.

The next thing we also learned was about Cortana, The Surface pen, and Windows 10. First, the Surface pen was demonstrated by using it to open OneNote. With a click of the pen’s eraser, you can open OneNote. With two clicks, you can make a screenshot. Our developer wanted to develop for that API using HTML5, but the APIs are hard to get until you have Windows 10. Next, Cortana is demonstrated. She can do jokes, she can tell you who her father was, any information on the internet, and other things to where she is almost like an electronic human. Then we looked at the Holo Lens, Kinect’s APIs, and the Raspberry Pi in detail to where we saw and understood why we would have any reason t use these products.