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Individual Assignment 1 – Report

In my Unity program, you can move the position of the cube using the WASD keys and can use a mouse to rotate the object. To save the location of the cube, press the q key and the coordinates of the cube will be saved to the text file. To load the last saved position of the cube, press the e key and the cube will load into its last saved location. It does this buy reading the text file and sending that data into unity, transforming the cubes position into the scene.