Final Submission

While I was planning large like I normally do, I had taken further into account (based off of my past experiences) that I could not have gotten as far as I wanted on this project despite spending a mass amount of time on it. I was fair confident of some sort of working prototype of my full idea before the end of the semester and I am proud to say that I actually got that done. Despite it not being able to get to every function I wanted to get done, its functionality as is, is a phenominal baseline which I could definately expand upon in the future.

Clearly I would be negligent if I don't mention the mass amount of failures that I had. The biggest failure was the one where the transition to VR fell apart. With a lack of crosshair (another failure of mine, due to the canvas not visually showing. I don't know why it didn't work.) the system was reliant off of an invisible mouse to collide with objects. This proved difficult to translate to VR as no collision actions happened. This also caused a lot of problems with the system attempting to do actions where no mouse existed. In the end, the VR transition was a nightmare and it still is not functional. I was able to get the game to present itself but you cannot select the new directory viewer button so it is just an empty space with a button that is unpressable.