Milestone 4:

Further implementation revealed the challenges of moving a 2D object in 3D space with the face still facing the camera. This may prove impossible with given time to make playable. I will result to a simplified version where new directories created from adding another directory will result in just an offset of the previous directory. This will force me to put a limit on the allowed number of directories.

Because move is also messed up I must limit the file moving until I have more time to work on the project. Leaving the delete button there as functional. Some other functionality to serve as a temp-stand-in function to move files has a potential to make it into the final submission but as it stands currently, I am to submit it with just the delete functionality.

The directory viewer also has an odd bug that only shows part of the files/folders in the directory. This is to be looked at and hopefully fixed. My current guess is the system I set up to place the files are skipping files and folders where I would not like it to. If this is the case then it should be an easy fix, otherwise something is wrong with how it retrieves files which may be out of my hands.