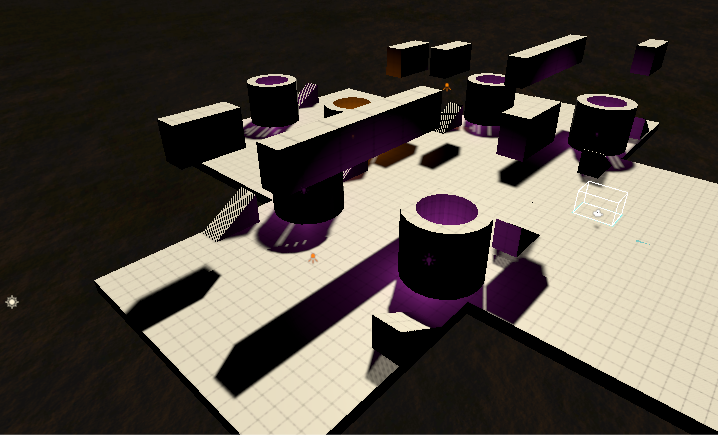
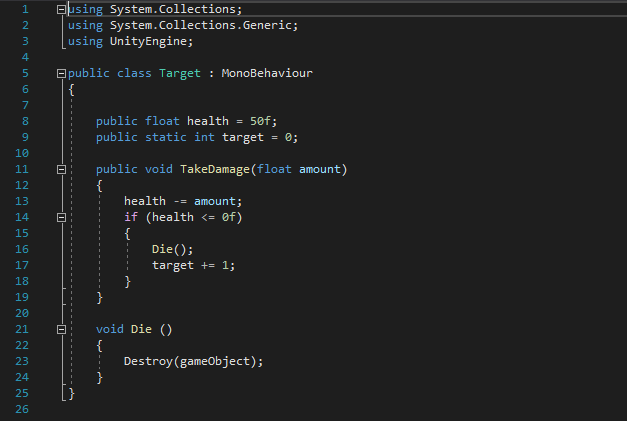
I have finished working on a second level which follows the same them as the first. I feel that the theme works a little better in this level because I have added the use of a futuristic gun to shoot at the notes as a way to collect them.

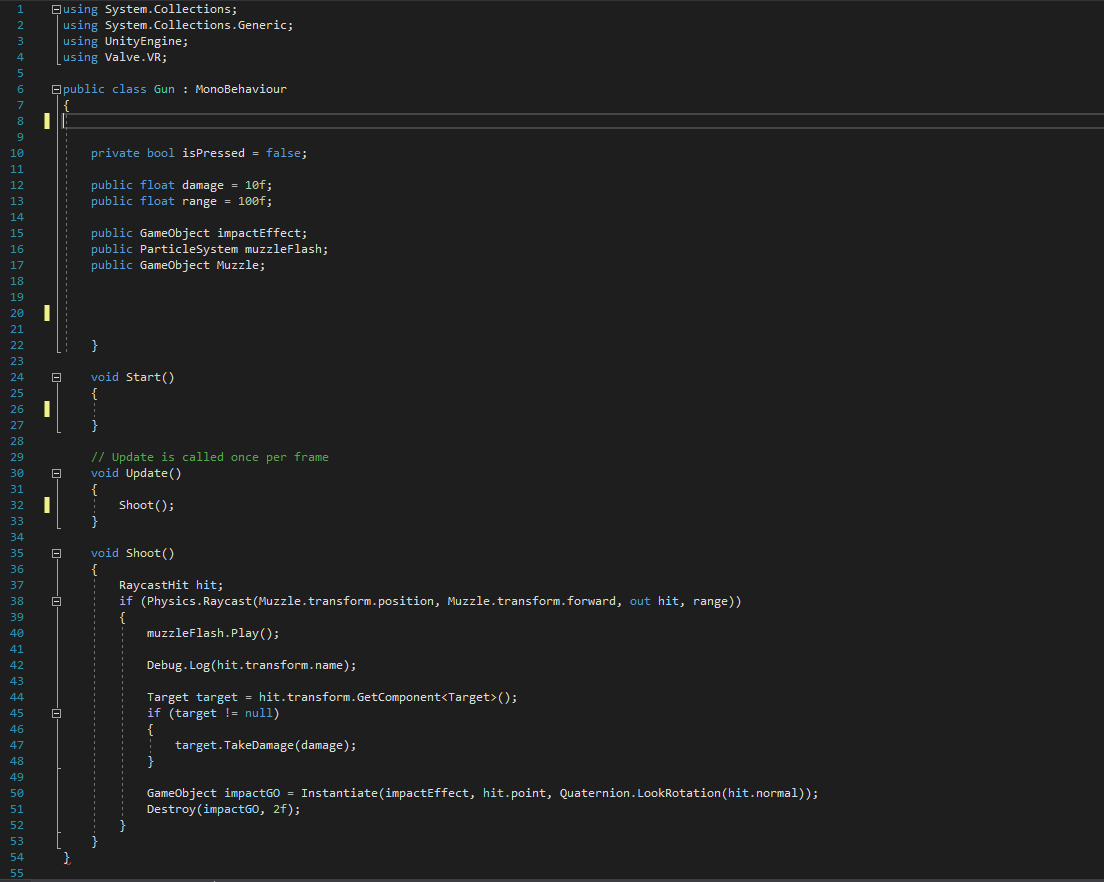


The overall level design feels better here because the lighting and objects used fit better in my opinion. The floating walls also add a little to the futuristic feel and the amount of obstacles there help to hide the notes and make it more challenging.

The creation of this level in terms of design and note placement felt easier as I had built up some proficiency in using ProBuilder when making the first level. I was also able to reuse the scripts from the first level on the notes and exit door, with some minor adjustments. The creations of the gun and the way to shoot it, however, was a bit more challenging. This is because I created this level and its scripts after transfering my project to my desktop to work on it. After restarting Unity and trying to use the scripts I had just made, ALL of the scripts stopped working. Unity would not let me attach them to anything, so I ended up transferring them to my laptop and importing them into an older version of the project the next day. That said, it was late when I finished the scripts, so I just wrote the code for them without testing them and hoped they worked.

The next day I ran the project on my laptop and everything worked fine, and the scripts I had made just needed some minor adjustments.





I then worked on getting them to work in VR which took a lot of time trying to figure out how to map the inputs and make the gun properly follow the controller. After that, I added a way for the gun to shoot in VR and I was all done.

