

# Starting 3D Roller Ball ReadMe file

1. Something interesting I learned from class was just being able to use and somewhat understand Unity. First time using it and although there were problems a few times it was interesting on how to operate a game engine and there's still so much I need to learn about it.
2. Didn't really encounter any problems with the tutorial, everything went fine. Actually, this one was better to understand than Ruby's Adventure. Probably because it had videos to accompany it, some sort of visual aid beside images.