9/9/2021: Created the Github for the project

9/12/2021: Created the documentation folder and uploaded the software feature list and project design document. Also uploaded the product backlog and updated the readme.md

9/16/2021: Started creating the main gui for the java application

9/17/2021: Continued working on the main gui for the java application

9/18/2021: Still working on the main gui for the java application

9/22/2021: Added save button, open button, and created a tool bar in the main gui for the java application

9/23/2021: Added an open button to the tool bar and deleted the one on the screen for the main gui in java

9/28/2021: Added a wiring button in the java application to create a way to interface with unity

9/29/2021: Updated gitignore to remove .meta files from unity files

10/3/2021: Switching the unity interface from code based to a built in Canvas in Unity

10/4/2021: Added some functionality to buttons in Unity in the customization scene. Added a new wiring scene to Unity and added buttons to them.

10/8/2021: Gave a tutorial to Emily on how to create a scene using the UI in Unity.

10/19/2021: Fixed errors with Java and eclipse

10/28/2021: Created a scene changer script for Unity

10/29/2021: Can now add objects to wiring scene and move them around the scene

11/4/2021: Started working on adding wires to the wiring scene

11/15/2021: Can move wires around the scene

11/28/2021: Added highlighting to pins when they are hovered over

11/29/2021: Renamed all the pins to the correct name, Added the name that shows up when hovering over a pin, Can now click two pins and a wire connects them

11/30/2021: Added two new prefabs that have pins on them. Added prefabs to the scene and named the pins accordingly.

12/1/2021: Filled in my part of the powerpoint