Entry Task:

Date: \_\_\_\_4/15/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Check the loop box in the animation tap on the materials inspector.

Date: \_\_\_\_4/16/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The raycast was put inside the player collider can happen when scaling the character just need to fix it and put it outside the collider.

Date: \_\_\_\_3/17/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

It can be used to improve portfolio by showing off your work that you can be responsible in that but it can also be good for creating a fan base, the cost is $100 to publish the game to steam.

Date: \_\_\_\_3/28/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I’d ask what the work environment is like? What is communication like between teams and inside of teams? If I were hired tomorrow, how would I interact with the teams? Is getting another coworkers’ assistance easy at all hours they are working?

Date: \_\_\_\_3/29/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You can go through the window, rendering then lighting and you can change the environment there.