Entry Task:

Date: \_\_\_\_3/04/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The process to creating physical prototypes as quickly as possible and inserting them immediately,

It’s a good skill because it ensures that models are being picked into production as soon as possible, and not being left out and getting unused.

Date: \_\_\_\_3/05/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

When you are dealing with negative space like trying to make a hollow pipe,

You shouldn’t use it when the object doesn’t have any exposed negative spaces.

Date: \_\_\_\_3/06/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Check the base offset and make sure it is set to the top of the ground,

You didn’t rebake the nav mesh but rebakeing should fix the problem.

Date: \_\_\_\_3/07/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

A rigidbody need to be on it for it to collide,

Raycast is a line that is drawn out immediately where the mouse is pointing and projectile is like throwing a ball in a straight line and waiting for it to fly through the air and hit an object.

Date: \_\_\_\_3/08/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_