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\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You can use fixed joint or spring joint depending on how you want the chain to react,

Set the break force to an amount of force you want that would be needed to break the chain.