Entry Task:

Date: \_\_\_\_2/5/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You would have to remove some of the frames that are messing with the connecting movement so that they aren’t a overload of moves in one animation.

Date: \_\_\_\_2/6/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Job 1: More secure,

Job 2: Less secure being a contracted worker needs to break $7,420 more then first job.

Date: \_\_\_\_2/7/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You can’t interact with disable gameobjects so you need to disable the canvas component.

Date: \_\_\_\_2/8/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You could multiply by time.deltatime or use fixed.update instead.

Date: \_\_\_\_2/9/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Job 1: $92k/yr, 5% percent of $92kis $4,600, $400 \* 12 = $4,800.

Job 2: $73,320 – $97,800/yr no over time, opportunity for overtime, adjustable schedule

$97,800 + $4,800 = S102,600 40hr and $73,320 + $4,800 = $78,120 30hr

Job 2 Is what I would pick.