Report 100657516 – Jakob Anderson

Controls:

WASD – move

C – save

P – load

File: Assets/savedFile

C#

Player can move a single capsule to interact with a small box. By presiing c and p, the player can save and load the position rotation and scale of the box.

C++

The DLL is responsible for putting the information into a string format into the file, as well as turning it back into a float array for the C# to process.