* Naming conventions are really up to you! What is important is the order and dependencies of your gameObjects (and their associative scripts)
  + Regarding this, if you change the name of a script after it has already been created you may experience problems
  + To avoid such problems either don’t change the name of the script or double click the script. It will usually open in Visual Studio based off of our work computers but despite the IDE you use, you will need to change the name of the script in the file.
  + Your file will most likely include something like “public class ExampleFileName: MonoBehaviour” under the ‘using’ statements. Make sure that the name of the script in Unity (file name) is same as the text in the position of ExampleFileName. This will ensure that the script derives from MonoBehaviour
* When you get the error that says that unity cannot access “AssetsDoneLoading”, search for the OVRAvatar script in your assets and open it. In the script, search for AssetsDoneLoading and change it from a private to a public variable.
* 
* To **test out builds**, do not worry about going through command prompt, adb drivers and installing/uninstalling projects (though this still works it's just too timely)
  + Go to file → build settings → run device → select the Oculus Pacific
  + If the oculus pacific is not available, the device is not properly connected. Make sure the Go is attached by USB to the computer and you have already recognized the devices in setup (have appropriate adb drivers and looking for adb devices in command prompt results in this device)
  + If you are sure of the above, click refresh next to the drop down menu on Build Settings → Run Device you are looking for an option similar to ‘Oculus Pacific (1KWPH810EP8166)’
* How to build after properly configuring run device
  + File → Build and Run OR Ctrl + B
  + This will only build properly if the run device is accurate
  + For organizational purposes, save your builds in a build file under you project file
  + MAKE SURE YOU ARE BUILDING THE **CORRECT** SCENE BY CHECKING THE SCENE(S) YOU WANT BUILT IN BUILD SETTINGS (if you do not see your scene, click add open scenes)
* VRTK likes to disable VR enabled between builds. If you build a scene and the grey Unity logo is not focused (will give you a headache and possible motion sickness: you will know if you are encountering this problem) as well as the scene is just poorly placed in each eye, your VR enabled has become disabled, fix and rebuild