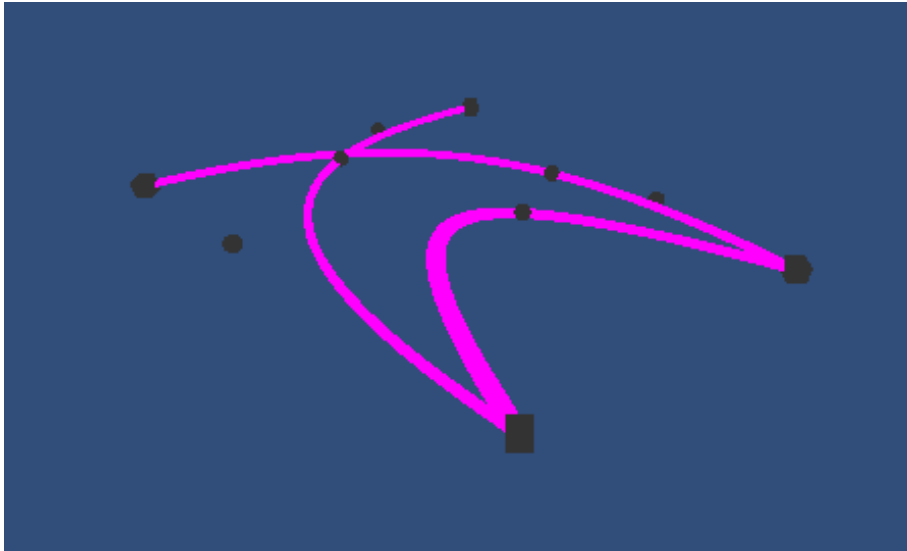Subject:

Connect up multiple interpolation scripts to a scene in Unity.

Screen Shots

Notes

Coding is quite difficult, but I am getting there.

Task Log

Task	Date	Start	End	Interruptions	Hours
Write out problem statement	10/5/14	18.45	19.15		0.60
Testing	10/5/14	19.15	19.35		0.24
Submit to source control	10/5/14	19.35	19.45		0.08