

Subject:

Create a simple UnityScript program to interpolate something in your Unity Scene.

Code:

```
#pragma strict
```

```
var start: Transform;  
var end: Transform;
```

```
var progress: float = 0;
```

```
function Start () {  
  
}
```

```
function Update () {  
  
    progress += Time.deltaTime;  
    transform.position = start.position + (end.position - start.position) * progress;  
  
}
```

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	18.00	18.30		0.60
Testing	10/5/14	18.30	18.35		0.08
Submit to source control	10/5/14	18.40	18.45		0.08