### 07/05/2021

Been trying to rework the Grab and Drag code, changed the code so that it doesn’t need a reference to an object but rather to a tag instead. A couple of bugs arose where if you had multiple items that you could pick up and the code got confused when every item with the tag was pickable, the problem was solved by making every item that is not picked up null while the player has picked up an item.

Another bug is that when the player is still moving and wants to pick up an item the transform got confused between the objects, solved it by saying that the player can only pick one item up at any given time.

It was solved by allowing only one pickable item to be active at any given time. If the player collides with a pickable item and picks it up, it is set to “Activate” while all the other pickable items are not allowing only one item to function at a time.

Made sure to rework the stand up mechanic so that the interactable objects to be triggered from a pickable item while non-interactable objects are triggered through OnTriggerEnter.

### 01/05/2021

Met up with David again and we tried to create a loop so that when the player picks up the cube and then lets go a disk stands up and as the player collides with it you go to a different scene.

We used a system where the disk was a child of an empty game object and it was animating, however a strange thing happened to the object as we tried to animate it. The object rotated into itself and did not do what we wanted.

Decided to redo the whole construction and animate the object which solved the problem.

We managed to have the main scene transition to the Shape Trace scene when the player collided with the disk and then for the Shape Trace scene transition back to the main scene when the last shape is completed.

### 30/04/2021

After over a month of not having a machine to work on, I managed to do some more work. Lost some code since the latest version of the project was on the old machine. Lost most of the progress but had a backup that was sent to a friend.

We rearranged the controls for the Shape Trace script, had the Motor script for it with the controls but had to adjust the main script so that it wouldn’t cancel out the Motor script.

### 13/03/2021

With some help from David we made so that when you finish the last shape in the Shape Trace scene scene-transition is triggered and you transition to a different scene.

### 09/03/2021

Started off with the project being difficult and not wanting to compile. With some help we managed to fix the problem by updating some packages by resolving the errors when upgrading to a newer Unity version.

### 23/02/2021

Redid rpg movement that I submitted last semester, followed a tutorial on youtube from [Brackeys](https://www.youtube.com/watch?v=S2mK6KFdv0I&t=141s).