Read Me

For going through the Ruby’s Adventure tutorial, I didn’t encounter any major issues going through it. Most of my problems were small inconveniences that were likely due to me using a later version of Unity 2020.3 that had a different UI from the tutorial. One such example was the animation window, where the sample button was not present by default like it was in the tutorial’s GIF showing where it was. I wasn’t able to finish but I didn’t find any big obstacles in completing the game thus far. My partner for the project is Conner Kushmer and everything is going well.