

# Updates on Dan & Nikki

Thursday, October 23, 2025 4:48 PM

Dan:

- Working on finalizing the Raycast interaction System.
- Prefactored some code that Nikki is now utilizing in the Save System that she's working on.

Nikki (with regards to the Save System):

- Using an Addressable Asset for the CSV file of template clue data (currently contains a few random examples, will import actual data later).

# Addressable Asset Process

Friday, October 24, 2025 10:50 AM

At Runtime, we Phone the Unity Cloud...

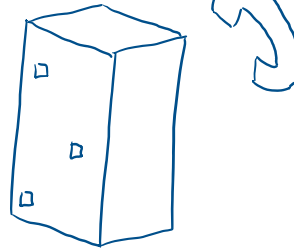
Hi, I need a copy of  
this addressable from the bucket.



Player's computer  
(at Runtime)

...And somewhere, on a server far, far away...

Sure, Here is the  
CSV file named  
"ClueSpreadsheet1.csv"



Cloud Content Delivery  
(Not Size accurate)

... A "Bucket" of content is  
delivered back to the user!

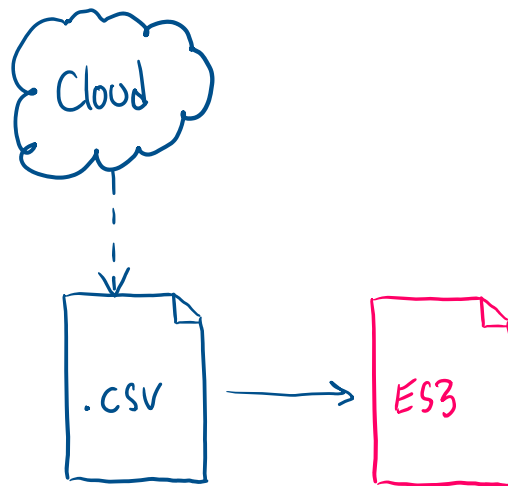
The coolest part about all of this is that it  
will allow us to re-deliver / add onto the content  
without having to rebuild the entire application.

# Save System Achievements

Friday, October 24, 2025 10:51 AM

## What I have achieved:

- I have been able to download this Addressable Asset content from the cloud & load it into an ES3 Spreadsheet (Easy Save 3).



# Save System Goals

Friday, October 24, 2025 10:52 AM

What I'm in the Process of achieving:

- I need to Save this data correctly in the default Save location (Player prefs)
- I need to update this saved data accordingly with respect to the Interaction System.
- For instance:



< Player has collided with clue. >  
< Update "interactedWith" to TRUE. >  
< SAVE this data to the file. >

- This file should then be called /addressed when the Player opens their inventory, as it will determine what clues are shown.