* Sep.
  + Learn Unity – Basic learning completed
  + Story board the 3d experience – Done

The beta story board Done

I am working on VR tutorials currently. – Done for now

* Might need to revisit some tutorials to get an idea of direction in the future

Completing the VR tutorial – Done – VR beginner tutorial unity learn ”Create with VR”

Sep. 20

* Finished the main beginner tutorial the link is stated below.
  + Link: <https://learn.unity.com/course/create-with-vr>

Set upside quest and main quest headset so I can test my game variants. – Done

Sep. 13

* + Finished setting up, side quest for apk transfer to the headset.

Tested other games to get a feel for how a VR game should work. – Done but continuing

Sep. 13

* I tested various games to get a feel for how a game in unity should be made
  + Favorite Job Simulator

Sep. 28

* Bata scene made for the level
* Beat sun and rock model

Possibly start scripting for the levels. – Working – moving to Oct.

* Did not get to any major scripting but that was not part of September anyway.

I need to find out if I can link openXR to unity for faster editing. – Done

Sep. 28

* I fixed the issue, but I am sure I will continue to have issues with openXR.
  + Had to reinstall packages for oculus withing the openXR menu in unit.
* Oct.
  + Create an early version of the environment
    - Find models that will work for the Habitat
      * Play area – Done
        + October 13
      * Repair items – working
      * Space suit – Done
        + October 13
* Items can be found on NASA resources page, they are included in GitHub
* Link to my Github <https://github.com/OwenOsmera/Moon_Simulation_VR>
  + Starting to script the new area and find what other models that I might need
    - Get the player working and moving in unity – working
* Nov.
  + Creating an early moon environment experience
    - Maybe a simple task
* Dec.
  + Trouble shoot early issues with the environment and the playable area
  + End with something that works and is playable
* Jan.
  + Create a rough final of the environment
* Feb.
  + Create an early version of the story board tasks
  + Build the environment to fit each task
* Mar.
  + Finish development of the tasks from the story board
  + Finalize the environment for each task.
* Apr.
  + Fix Bugs and finalize the virtual experience.