

## **Issues encountered when integrating the modular complex system**

### **Things that are different:**

Premade food, and water resources no longer included

No constant rate of decay

Resource nodes don't have premade attributes

No longer uses enum for resource and collection method identification

Resource, Collection Method, and Attributes are now Objects containing structs with variables

Collection Method no longer has resourceUsedFor attribute

Attributes are no longer 4 lists of different variables, instead an object with a struct containing a Variable object and a string

### **Issues with development:**

No previous knowledge using scriptable objects

Not familiar with Mirror

Very little knowledge of networking

Overscoped