

## Individual Assignment 1 - Adam Bilyea 100651812

- Move around with WASD
- Press "K" to save your current position
- Press "L" to load back to your previous saved position

### **How it works:**

Within the game, you can move a character around, and when the player presses, "K", program grabs the players current position, and calls a function in the DLL called "Save Function". This function takes the X, Y, and Z positions and writes them to a text file.

When the player presses "L", the DLL then grabs the information from the text file using and outputs a Vec3 back to the Unity project. It then applies that Vec3 to the character.