DAILY PROGRESS REPORT (DAY 3)

28th November, 2022.

Today we got deeper into the work, we got our assets ready, our game design file ready on Unity, and our Ui Design ready

We were able to set up the scene on a 3D URP project using Unit 3D, unpacked our assets to be in line with the render pipeline, and added a little bit of lightening, and texture to the game object.

With this progress, tasks were assigned to each member of the team to deliver tomorrow.

Task Assigned:

* Implementing the designs on Unity – @DeeOla
* Compilation of content including pictures and Audio Voice overs - @Babsbarokah & @aynerd2
* Adding Video and Audio game objects. - @Jeph.eth

