Memo

To:	Professor Pisano, Professor Osama, Professor Hirsch
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Team:	12
Date:	11/15/22
Subject:	Prototype Test #1

Software:

- Unity Application
  - Game Assets
    - Rabbit
    - Cogs
    - Unity UI objects (text, shapes, etc)
  - C#
- Colab Notebook
  - Python
   - TensorFlow and TensorFlow Lite

Set up:

      The only required hardware for this prototype is a computer capable of running Unity 2021.3.13f1. Upon starting Unity, the simulator can be used to run the main script which is written in C#. Pressing the play button on the Unity IDE will start the game and position the game assets (i.e. rabbit, cogs, text) as defined graphically and programmatically via the Unity IDE and C# scripts. The computer should also be capable of opening a web browser to run a python script with Google CoLab.
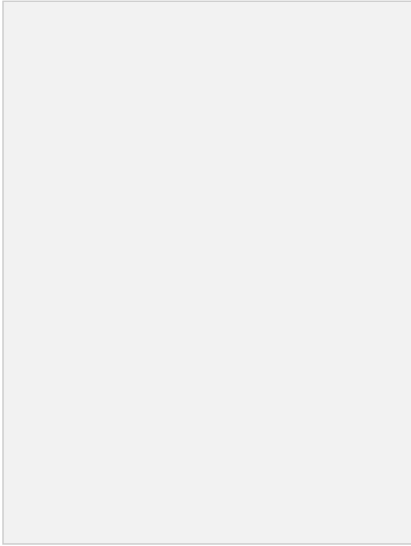
Test Procedure:

Unity Application

1. Press the Play button located on the Unity IDE. This will start with the loading screen and later prompt the user to start the game.
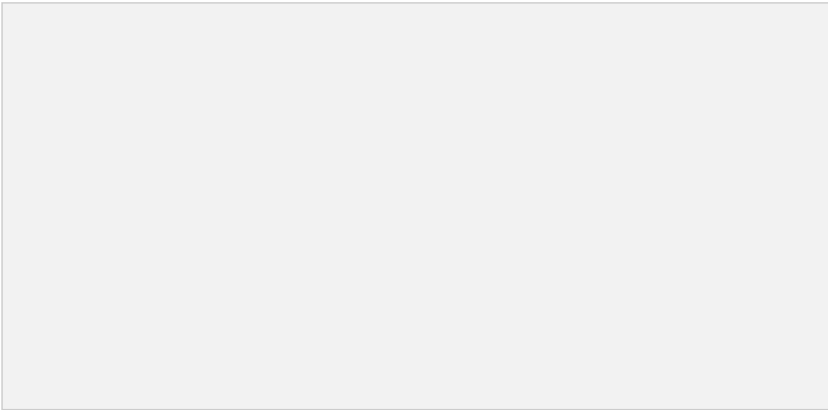
2. When prompted with the "Play" button, navigate the cursor to the button and click on it. This will
   start the game.

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3. Click on the purple circle. This changes the subsequent position of the circle and increases the
   score counter.