**Design Log 4**

**DIG4633C**

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As a designer, it pains me to talk about my experience in failing at an assignment, but it must be done. This failure came from my overconfidence and impatience with using the GitHub application. Over the past couple of weeks, I was tasked with finishing a VRTK tutorial, and creating my own challenge in a different scene. The instructions were very clear, and I was on the verge of finishing the assignment. All that needed to be done was simply push my changes through the desktop application. Because I was told to move the contents of the VRTK to another folder, I ended up misinterpreting that and deleted the folder as well. After I had deleted the folder, I ended up wiping out the prefabs in all my scenes. I was unable to come back from this mess up and ended up only submitting an incomplete version of the tutorial devoid of my original scene. If I had just waited longer and listened thoroughly, then my project would have possibly been whole. In the future, I plan on learning from this mistake and I will truly attempt to be the best designer I can be.