**Think Aloud 1**

This week, I decided to change the direction of my think aloud. I’m instead going to be focusing on learning scripting in C# for Unity because that’s a more practical application to real-world game development than basically learning a deep dive on how game engines work directly. I figure that this way, I can still learn some deeper game development concepts while also being able to apply them. I want to start with the Beginner Scripting course on Unity’s website. There, I will learn the basics and get a better understanding of how things interact within games.