Putt Putt Golf Virtual Interactive Environment Progress Report
**IMGS-624 Professor Gabe Diaz**
Jared Gregor

Week 1
Goals: Create a unity scene for a single golf course with working physics between the ball and club. Start logging progress for the presentation. Stretch goals- start to build game controls for the single course and/or create multiple greens.

03/30/2020 Sunday 8:30pm-9:30pm
> Created a new unity scene. Simple mini golf green with ground and golf ball. Rectangular green with no changes in elevation. Started to play with interaction between objects but am finding strange behavior. Will ask Gabe in class.
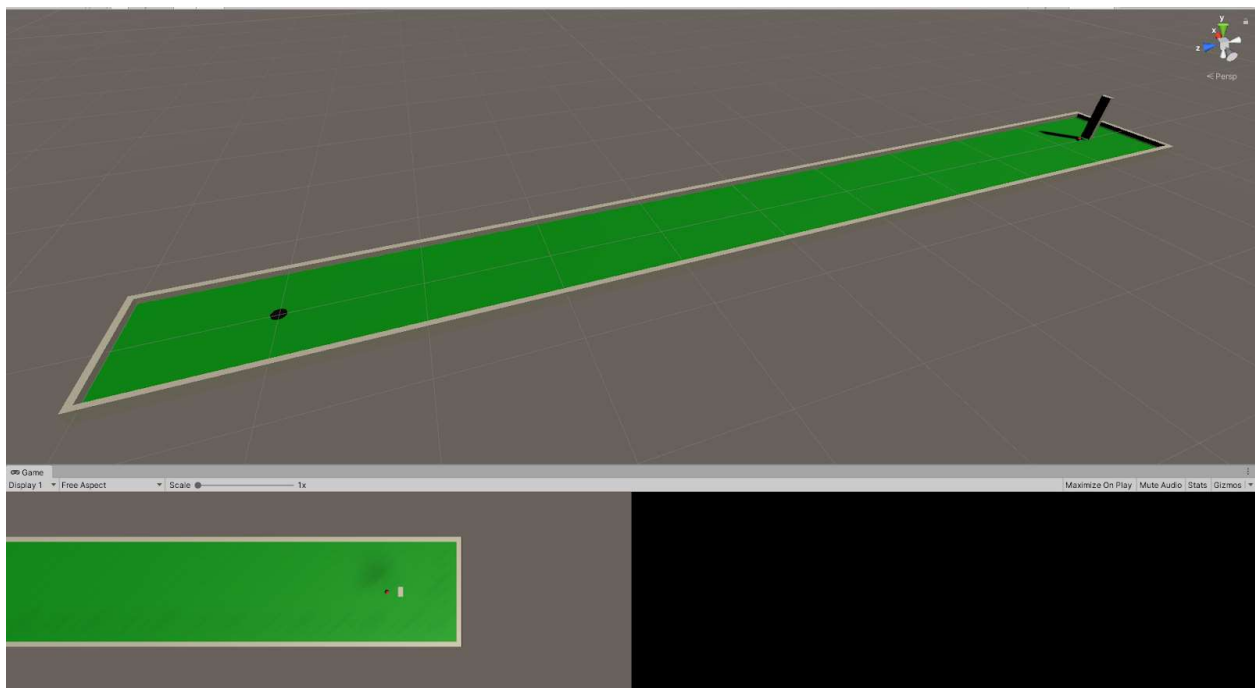

04/01/2020 Wednesday 11:45am-12:30pm
> Gabe showed some of the unity settings that may be useful. Also showed his scene of the tennis ball and racket. Found this tutorial which shows VR baseball. Seems promising. Will look into this to see if it is work recreating.

04/03/2020 Friday 8:30pm-10pm
> Created camera controller script so that the camera will follow above the golf ball at all times. Found good 3d models for the ball and putter. Low poly which is good for computation speed. Updated the time at which physics interactions take place by 10 times. Watched the baseball bat tutorial. Seems a bit more complex than what I need.

Baseball bats have multiple hitpoints of various velocities farther away from hand and the ball reacts differently to each. I only need one hitpoint (the end of the putter). Will keep searching for other tutorials, maybe the one prior by the same author if i can find it.
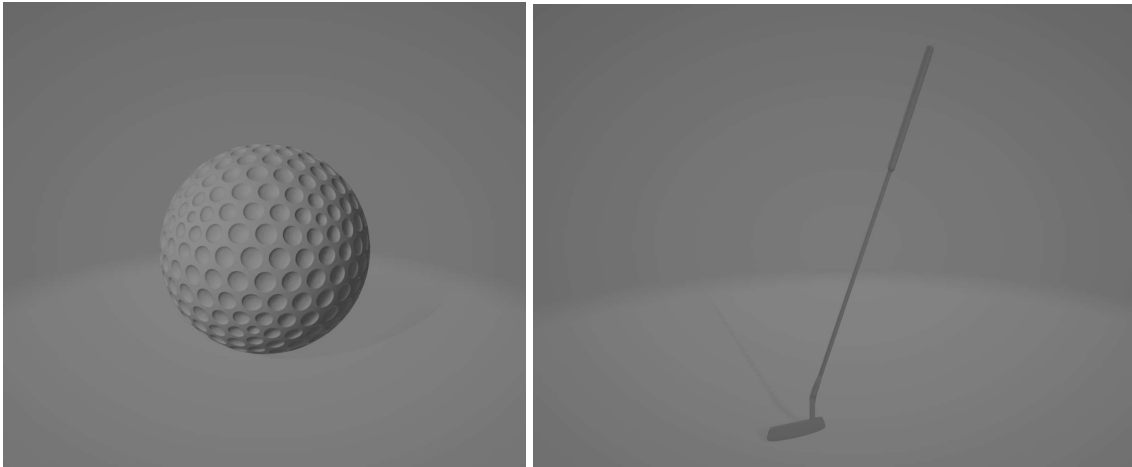
04/04/2020 Saturday 12:00pm-1:00pm

A unity scene for a single hole mini golf course is finished with to-scale models of a ball and putter. It was important to use realistic scale so that when the game is moved into virtual reality space, things feel natural. I looked for some more tutorials on ball and object interaction so that I can apply the appropriate physics between the ball and the putter. I have two youtube videos (2 hours each) that look promising so I am going to skim them before following along completely. A github will also need to be set up so that I can drop files in there.