Final Assignment Check-In #1
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Assignment 7 Deadline Tasks:
- Create key fragments - Completed
- Create lock that provides the player with a guide as to what type of key to make - Completed
- Allow fragments to be assembled into a solid key - Partially Completed
- Set up player camera - Completed

I realized that it would be far less complicated to make the key fragments in a real 3D modeling program than assembling them from a bunch of Unity 3D Game Objects. I decided to use SketchUp since it seemed to be the most approachable program available and was free. I don't have experience 3D modeling, so it took some time for me to learn how to use the software. I initially had scaling issues with the key fragments that I had to correct, since they need to be the same size in order to align properly into a complete key. Scaling consistency in general was something that I found to be extremely important. Having models with the same dimensions but saved with different sizes makes uniformly adjusting their transform position in Unity frustrating.

The fragments are set up to be merged and just need to be given a script that will allow them to form a solid game object. Once I accomplish this, I will have a better understanding of how to detect the correct key orientation for next week's assignment deadline.

Link to update video: https://youtu.be/h9X8Ypxmkwg