

## Commitlog from GIT

2014-01-21 03:28:21 -0800	Per Kristian warvik	Initial commit
2014-01-21 12:38:40 +0100	Daniel Granerud	Beginning of something great
2014-01-21 13:31:49 +0100	Per Kristian warvik	The logo for the project! MarkerLogo to put inside markers, and projectLogo to use inside reports etc.
2014-01-21 13:38:59 +0100	Jakob Sand Svarstad	added test Gyro script, currently empty and removed Cubescript because it's the wrong one
2014-01-21 13:39:31 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-01-21 15:23:36 +0100	Jakob Sand Svarstad	, i am currently working on the gyro in scene "Game1.unity". I got the gyro working, just incorrectly. I have to fix the axes and do calibrations and find out how we are going to connect the world to the gyro.
2014-01-29 11:00:31 +0100	Jakob Sand Svarstad	removed setting orientation, and made the rotation correct to this configuration. it also does a lot of calculations but i havent implemented a way to show the results, and these will need to be configured
2014-01-30 12:08:46 +0100	Daniel Granerud	A kinda working score screen, it lacks the functionality of buttons, but it is easy to add later. I also passed on a lot of other files that I think is supposed to be shared, I don't know?
2014-01-30 12:08:53 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-01-31 12:32:32 +0100	Jakob Sand Svarstad	got the gyro working nicely. it reports which side the colision was on. i have not yet separated top and bottom.
2014-01-31 12:35:05 +0100	Jakob Sand Svarstad	red material
2014-01-31 12:42:23 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-02-03 09:57:52 +0100	Daniel Granerud	I made a pause screen. Started work on main menu
2014-02-03 09:57:58 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-04 11:10:03 +0100	Daniel Granerud	All screens should be good
2014-02-04 14:01:32 +0100	Daniel Granerud	Prettifying of code.
2014-02-04 14:44:41 +0100	Daniel Granerud	Timer and score script, prefab and such. Tested with success.
2014-02-05 11:19:22 +0100	Daniel Granerud	Made score and score screen into one prefab
2014-02-06 09:32:35 +0100	Daniel Granerud	Just some small unoticable changes.
2014-02-06 13:53:12 +0100	Daniel Granerud	Changed GUI skin. Downloaded free skins from the unity developers and modified them to suit us better.
2014-02-06 14:23:04 +0100	Jakob Sand Svarstad	collision stuffy
2014-02-06 14:23:14 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-02-10 10:33:08 +0100	Daniel Granerud	Spring cleaning of Jakob's scripts!
2014-02-12 14:08:00 +0100	Daniel Granerud	Midweek push of awesome markers of right and wrong answers with particle effects
2014-02-12 16:39:20 +0100	Per Kristian warvik	RegisterName script
2014-02-13 11:26:04 +0100	Daniel Granerud	Made UI fit on my phone. Removed useless GUI skin files.
2014-02-13 11:26:12 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-13 11:54:18 +0100	Jakob Sand Svarstad	redid the chainconnection thing and i even commented and cleaned up in the code
2014-02-13 11:58:14 +0100	Jakob Sand Svarstad	this might mess up some prefabs - possibly Merge remote-tracking branch 'origin/master'
2014-02-13 14:04:43 +0100	Per Kristian warvik	Added RegisterName to a scene.
2014-02-13 14:29:35 +0100	Per Kristian warvik	Cleaned and commented the register name script
2014-02-17 08:57:25 +0100	Daniel Granerud	Merge with PK
2014-02-17 08:58:53 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-17 11:03:35 +0100	Per Kristian warvik	Added Gudea font

2014-02-17 13:09:50 +0100	Daniel Granerud	Rules script is now a thing.
2014-02-17 13:09:56 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-17 18:19:14 +0100	Per Kristian warvik	Modified script and made prefab out of RegisterName.
2014-02-17 18:21:11 +0100	Per Kristian warvik	Created new skin-folder and added a skin for cogARC. We should decide upon best practise of skins, but I made a new folder because I was not satisfied with the last name.
2014-02-17 18:22:48 +0100	Per Kristian warvik	Added loadingscreen, both script and prefab.
2014-02-17 18:23:43 +0100	Per Kristian warvik	Here was the first skin I added. this may be removed.
2014-02-17 18:31:18 +0100	Per Kristian warvik	Added a new scene and created a new button for it at startscene. Also updated editorbuildsettings and I hope this doesnt break anything.
2014-02-18 10:48:44 +0100	Jakob Sand Svarstad	did the grid thing, changed stuff and cleaned up a little. the output worldstate is now one variable called GameState and this will need to be emptied after clearing a game.
2014-02-18 10:50:28 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-02-18 11:00:24 +0100	Per Kristian warvik	Setting skin for loadingscreen and turn pause to off
2014-02-18 11:16:26 +0100	Daniel Granerud	Updato
2014-02-18 11:18:35 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-18 11:38:15 +0100	Daniel Granerud	OOoops sorry about that
2014-02-18 11:42:56 +0100	Jakob Sand Svarstad	no message
2014-02-18 11:50:04 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-02-18 12:36:27 +0100	Jakob Sand Svarstad	slight fix to the grid algorithm, it now returns true only if it has a full NxN matrix visible
2014-02-18 13:49:03 +0100	Jakob Sand Svarstad	these scripts will not work properly for game1, we need to create ifstatements using the current rule for the scene. as they are now it will try to run all of them at once, writing atleast 3 different structures to the same list.<int>
2014-02-18 13:56:48 +0100	Jakob Sand Svarstad	slight fix since i went back to using 6 sides
2014-02-18 14:03:09 +0100	Jakob Sand Svarstad	fixed indenting
2014-02-18 14:08:42 +0100	Jakob Sand Svarstad	more cleaning
2014-02-18 14:27:02 +0100	Jakob Sand Svarstad	made worldState dynamic
2014-02-19 09:47:31 +0100	Daniel Granerud	Some cleaning.
2014-02-19 12:26:44 +0100	Jakob Sand Svarstad	fixed worldstate and collision to work with the rules from levelcreator. possible circular dependency when we set task related graphics and data in the cubes.
2014-02-19 12:27:03 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-19 12:48:22 +0100	Jakob Sand Svarstad	redused the boundary for what a top/bottom collision is from 60 to 40 degrees and made this easier to change by making the variable verticalRange
2014-02-19 12:52:54 +0100	Jakob Sand Svarstad	made a comment
2014-02-19 13:10:13 +0100	Jakob Sand Svarstad	made it easier to make a new minigame by making the cubes use tags to find the scripts they needs
2014-02-19 14:13:43 +0100	Per Kristian warvik	added meta file
2014-02-24 15:43:17 +0100	Jakob Sand Svarstad	#####
2014-02-25 11:56:32 +0100	Jakob Sand Svarstad	rules and testing of pairs are done
2014-02-25 14:59:45 +0100	Jakob Sand Svarstad	made some more rule testing stuff, its not tested yet but i dont have more orc today
2014-02-25 15:08:04 +0100	Per Kristian warvik	Added a file for specifying an object design.
2014-02-25 15:08:57 +0100	Per Kristian warvik	Ah, added the metafile I forgot.
2014-02-26 10:20:03 +0100	Daniel Granerud	Safety commit
2014-02-26 10:27:23 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>

2014-02-26 10:50:00 +0100	Jakob Sand Svarstad	did stuff! changed some names and stuff
2014-02-26 10:59:21 +0100	Jakob Sand Svarstad	sat a var public
2014-02-26 12:21:45 +0100	Daniel Granerud	This GUI so good!
2014-02-26 14:13:24 +0100	Daniel Granerud	Some updates, changes, and a lot of progress!
2014-02-26 14:14:47 +0100	Per Kristian warvik	Did some changes in indenting etc.
2014-02-26 14:16:27 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-02-26 14:30:18 +0100	Jakob Sand Svarstad	made grid lvl creator not tested yet but i dont see a reason for it not to work
2014-02-26 14:35:14 +0100	Jakob Sand Svarstad	sorry im just gonna over write this and redo it Merge remote-tracking branch 'origin/master'
2014-02-26 14:42:26 +0100	Jakob Sand Svarstad	redid it
2014-02-26 14:59:47 +0100	Jakob Sand Svarstad	straitend a path
2014-02-26 15:48:55 +0100	Per Kristian warvik	Commenting and indenting aka code review of WorldState.
2014-02-27 12:23:24 +0100	Jakob Sand Svarstad	grid level creation mostly done
2014-02-27 12:23:39 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-02-27 12:55:28 +0100	Jakob Sand Svarstad	added pausescreen to the game1cameraprefab
2014-02-27 13:55:35 +0100	Per Kristian warvik	Some comments
2014-02-27 16:32:33 +0100	Per Kristian warvik	BoxDesign: Added a copy constructor
2014-02-27 16:46:47 +0100	Per Kristian warvik	Changed framemarkers from random numbers to zero through nine. Also fixed a bug in boxdesign.
2014-02-27 16:58:21 +0100	Per Kristian warvik	BoxDesign does now inherit from System.Object and will now be serializable. This means we can now access it from the Inspector in Unity.
2014-03-03 09:03:49 +0100	Daniel Granerud	Another update on the GUI. We are having great progress here!
2014-03-03 09:06:14 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-03 11:28:42 +0100	Jakob Sand Svarstad	reactivated the framemarkercontainer
2014-03-03 11:36:26 +0100	Daniel Granerud	Jakob safetynett push
2014-03-03 11:36:58 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-03 11:39:48 +0100	Daniel Granerud	Oooops
2014-03-03 15:29:29 +0100	Jakob Sand Svarstad	made a grid prototype
2014-03-03 15:42:47 +0100	Jakob Sand Svarstad	added an extra textfield for current state. but output is wrong. eks: 98203030 instead of eks.928345670
2014-03-04 12:58:15 +0100	Per Kristian warvik	Added empty constructor for BoxDesign.
2014-03-04 13:10:08 +0100	Per Kristian warvik	Added Materials for BoxPairs
2014-03-04 13:25:33 +0100	Per Kristian warvik	Added images for boxdesigns
2014-03-04 13:27:44 +0100	Daniel Granerud	Oh my lord we have progress!
2014-03-04 13:27:52 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-04 14:01:32 +0100	Jakob Sand Svarstad	massive bug fix. pairs and grid are almost playable, just have to make the statement that checks if the goal has been met example for pairs: if(FinishState.isEmpty()){loadNextLevel()}
2014-03-04 14:04:45 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-04 14:53:59 +0100	Per Kristian warvik	Added textures to the BoxPairMaterials
2014-03-04 14:55:14 +0100	Per Kristian warvik	Added script for changing look of boxes.
2014-03-04 15:07:25 +0100	Jakob Sand Svarstad	made a failed effort will debug this tomorrow
2014-03-04 15:07:51 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-04 17:55:03 +0100	Per Kristian warvik	Added text to a cube and scaled it so that the width fits. Only tested with one line text.
2014-03-04 18:22:32 +0100	Per Kristian warvik	Cleaned up BoxDesignScript and tried to put on a proper material to get readable text.

2014-03-05 13:30:34 +0100	Per Kristian warvik	BoxDesignScript: Managed to get proper font material and font. Also created a set of constructors for use in other scripts.
2014-03-05 13:32:39 +0100	Daniel Granerud	Commit before cleaning up the code.
2014-03-05 13:33:10 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-05 13:42:32 +0100	Per Kristian warvik	Put variable assignment into constructor.
2014-03-05 14:39:50 +0100	Per Kristian warvik	save before major changes
2014-03-05 15:28:08 +0100	Jakob Sand Svarstad	grid puzzle can now be completed. also added public array for boxdesigns. not used yet
2014-03-05 15:28:29 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-05 16:22:22 +0100	Per Kristian warvik	Changed default color on cube.
2014-03-05 16:24:42 +0100	Per Kristian warvik	Refactored BoxDesignScript. will now initiate stuff on Awake and set design by running setDesign. Removed two constructors.
2014-03-05 16:27:18 +0100	Per Kristian warvik	Added folder Resources for resource loading at runtime.
2014-03-06 09:53:28 +0100	Daniel Granerud	CubeDesignArray is public, and is now used in the inspector.
2014-03-06 10:21:49 +0100	Daniel Granerud	Fixed a bug
2014-03-06 12:07:38 +0100	Jakob Sand Svarstad	pair and grid lifecycles completed
2014-03-06 12:33:47 +0100	Daniel Granerud	Wooo! Added Text with colour on both the text and the cuuube!
2014-03-06 12:34:02 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-06 12:45:01 +0100	Per Kristian warvik	BoxPairMaterials was changed to what they should be, so added these changes.
2014-03-06 12:47:19 +0100	Daniel Granerud	En liten hjelp til Jakob
2014-03-06 12:47:33 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-06 13:16:19 +0100	Daniel Granerud	Try it now Jakob
2014-03-06 13:38:53 +0100	Per Kristian warvik	Tons of fun and if texture set texture
2014-03-06 13:43:58 +0100	Jakob Sand Svarstad	fixed numberOfCubes as 9 for grid and 10 for others . split a function in two
2014-03-06 13:44:36 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-06 13:48:59 +0100	Per Kristian warvik	Fixed bugs
2014-03-06 14:07:31 +0100	Jakob Sand Svarstad	two new prefabs NB!!!! to make a game you have to add 4 prefabs all from Assets/Prefab/: ARCCamera, FrameMarkerContainer, Scripts and RealWorldAxisVisualizer
2014-03-06 14:52:41 +0100	Jakob Sand Svarstad	fixed some more script dependencies that might cause problems
2014-03-06 14:54:35 +0100	Jakob Sand Svarstad	nothing
2014-03-06 15:22:57 +0100	Per Kristian warvik	Bugfix for BoxDesignScript
2014-03-06 15:23:37 +0100	Per Kristian warvik	Changed scene4 to use the new camera
2014-03-06 15:29:49 +0100	Per Kristian warvik	Changed if sentence
2014-03-06 15:34:03 +0100	Per Kristian warvik	Change textcolor together with text and add boximage only if enum says so.
2014-03-06 15:36:37 +0100	Per Kristian warvik	Changed order of check for image in boxdesignscript
2014-03-06 15:55:27 +0100	Jakob Sand Svarstad	attempted catastophic merge with PK .... MASSIVE PHAIL!!!
2014-03-06 17:11:11 +0100	Per Kristian warvik	Small fixes, tried some things. Cleanup needed.
2014-03-06 17:14:17 +0100	Per Kristian warvik	Changed one line in LevelCreator. Line 41, added new object instead of type. Needed the new keyword, actually.
2014-03-10 08:43:53 +0100	Daniel Granerud	Small change
2014-03-10 08:44:43 +0100	Daniel Granerud	Deleted folder that for some reason one of you morons keep adding back.
2014-03-10 10:52:57 +0100	Jakob Sand Svarstad	bugfix

2014-03-10 14:13:47 +0100	Per Kristian warvik	Added LevelData as a ScriptableObject. It should hold the data for LevelCreator. The variables are copied from LevelCreator, and LevelCreator got a static instance of the LevelData object.
2014-03-10 14:34:06 +0100	Daniel Granerud	Rejoice!
2014-03-10 15:16:17 +0100	Jakob Sand Svarstad	making a UI thing for grid
2014-03-10 15:16:32 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-10 15:36:23 +0100	Jakob Sand Svarstad	it works somewhat.... shows what you need to do to make the grid
2014-03-11 12:28:24 +0100	Jakob Sand Svarstad	made a new grid-goal-visualizer in Rule onGui
2014-03-11 13:16:34 +0100	Per Kristian warvik	Moved enums to a separate file. Disabled vars in LevelCreator and enabled them in LevelData. Wired up the connections, meaning removing errors.
2014-03-11 13:40:38 +0100	Per Kristian warvik	Changed name from LevelDataInstance to Data in LevelCreator
2014-03-11 13:54:45 +0100	Per Kristian warvik	Moved back private vars from LevelData to LevelCreator where it belongs.
2014-03-11 13:58:27 +0100	Daniel Granerud	Changed referecnes and names to be correct after last changes made to Level Creator
2014-03-11 14:04:41 +0100	Per Kristian warvik	Deletion of the stuff that should not be in LevelData.
2014-03-11 14:22:34 +0100	Per Kristian warvik	Changed private to public on some variables and put them back from LevelCreator to LevelData.
2014-03-11 14:28:23 +0100	Per Kristian warvik	Use FinishState from LevelCreator.Data instead of making a copy.
2014-03-11 14:35:32 +0100	Jakob Sand Svarstad	removed the old gridgoal visualizer
2014-03-11 14:37:30 +0100	Per Kristian warvik	Removed a debugvariable that was not in use and created errors. At least commented it out...
2014-03-12 09:10:43 +0100	Daniel Granerud	Unity vil ikke serializere static felter.
2014-03-13 11:13:04 +0100	Daniel Granerud	One step closer! Information is preserved.
2014-03-13 11:23:15 +0100	Jakob Sand Svarstad	added loadingscreen to scene and made some changes to it and how it works
2014-03-13 11:25:34 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-13 11:28:04 +0100	Jakob Sand Svarstad	added small bug
2014-03-13 11:33:47 +0100	Per Kristian warvik	Added json parser from third party dev
2014-03-17 11:19:43 +0100	Per Kristian warvik	Added json functionality for saving boxdesigns as strings.
2014-03-17 12:09:25 +0100	Jakob Sand Svarstad	spring cleaning in levelcreators ruleswitches
2014-03-17 12:31:40 +0100	Jakob Sand Svarstad	Merge commit 'aed8081f72da5049c0d1aed29689196c7f39376b' into HEAD
2014-03-17 12:35:06 +0100	Jakob Sand Svarstad	you need to take this path
2014-03-17 12:37:20 +0100	Jakob Sand Svarstad	comon please bloody work
2014-03-17 13:37:35 +0100	Jakob Sand Svarstad	trying again
2014-03-17 13:58:26 +0100	Jakob Sand Svarstad	using the same switch setup in Rule as in levelcreator
2014-03-17 14:04:35 +0100	Per Kristian warvik	Added unpacking of BoxDesign from JSONObject. Texture not implemented yet.
2014-03-17 14:08:22 +0100	Per Kristian warvik	Ignore .meta files.
2014-03-17 14:57:02 +0100	Per Kristian warvik	JSON encoding of cubedesigns. Cleanup. Moved from inspector.OnDisable to own method in LevelCreator. Also started with the decode method. Removed unused variable in LevelData.
2014-03-17 15:01:12 +0100	Jakob Sand Svarstad	worked on the testing of cube state with words. this code is not tested yet
2014-03-17 15:02:02 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-17 15:17:09 +0100	Jakob Sand Svarstad	added a note
2014-03-17 15:26:48 +0100	Jakob Sand Svarstad	added a proposition in a comment for how we could do wooords. and i am basicly done with "Rule" for all games except sparkly effects when correct.
2014-03-18 10:05:15 +0100	Daniel Granerud	Pyntet i Rule.js

2014-03-18 11:43:33 +0100	Jakob Sand Svarstad	fixed that bug with the rule script uve been bugging me about, and added scorescreen to the scripts prefab
2014-03-18 11:46:33 +0100	Daniel Granerud	I cleaned up Jakob's worldState and sstarted work on updating TimerAndScore script
2014-03-18 11:46:46 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-18 12:25:07 +0100	Per Kristian Warvik	Have learned to get object from Boomlagoon.JSON.JSONObject. Finally...
2014-03-18 12:38:50 +0100	Daniel Granerud	Small change in the displaying of the array when the current rule is Grid
2014-03-18 13:09:54 +0100	Per Kristian Warvik	FINALLY MADE THIS: the BoxDesign is decoded and activated. Yeah.
2014-03-18 14:21:02 +0100	Daniel Granerud	Added some fields
2014-03-18 14:21:14 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-18 16:16:05 +0100	Jakob Sand Svarstad	redid the testing of correct answer for wooords
2014-03-18 16:17:09 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-18 17:23:25 +0100	Per Kristian Warvik	Moved BoxDesign images to new folder so that we can add them dynamically to the game.
2014-03-18 17:25:02 +0100	Per Kristian Warvik	Removed duplicated code and used some code that was created before.
2014-03-18 17:27:42 +0100	Per Kristian Warvik	Cleaned up by removing some outcommented stuff and variables that I didnt need anymore.
2014-03-18 17:32:21 +0100	Per Kristian Warvik	Removed debug message that I didnt need anymore.
2014-03-19 11:09:07 +0100	Daniel Granerud	One script to add them all, and in darkness hide the work.
2014-03-19 11:28:16 +0100	Jakob Sand Svarstad	set grid to use the two first boxdesigns colors only. this also sets the color in the hint
2014-03-19 12:51:03 +0100	Jakob Sand Svarstad	fixed that bug on application quit and made grid use whole boxdesign
2014-03-19 13:24:38 +0100	Per Kristian Warvik	Ignore the /QCAR/unity.txt
2014-03-19 13:48:42 +0100	Per Kristian Warvik	Cleaned up some code and removed a Debug.Log
2014-03-19 13:56:06 +0100	Jakob Sand Svarstad	bug fix
2014-03-19 13:56:13 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-19 14:17:30 +0100	Per Kristian Warvik	Store this for me, Git
2014-03-19 14:18:56 +0100	Per Kristian Warvik	Back
2014-03-19 14:19:57 +0100	Per Kristian Warvik	if GUI changed: both encode and decode data. should fix this thing.
2014-03-19 14:28:09 +0100	Daniel Granerud	Small change for grid
2014-03-19 14:29:04 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-19 15:04:48 +0100	Jakob Sand Svarstad	I think the bug is fixed, but this debugging is bugged up
2014-03-20 11:08:01 +0100	Daniel Granerud	One script/button to add it all!
2014-03-20 12:14:12 +0100	Per Kristian Warvik	Ignore .js~
2014-03-20 13:15:31 +0100	Daniel Granerud	Formatting
2014-03-20 14:23:10 +0100	Jakob Sand Svarstad	detached markers and cubes, cubes will need to be put into the correct position compared to the framemarker, better put that in the marker itself. removed the pausescreen from the start of the game
2014-03-20 14:23:59 +0100	Jakob Sand Svarstad	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a>
2014-03-24 09:31:32 +0100	Daniel Granerud	Created the scenes that will contain the mini-games later, moved Jakobs wrongly placed prefabs into Resources/Prefabs so they can be dynamicly loaded.
2014-03-24 09:33:31 +0100	Daniel Granerud	Small update to the gitignore
2014-03-24 10:24:39 +0100	Jakob Sand Svarstad	added two new pubilc variables that are to be used for text-answer rules
2014-03-24 10:58:33 +0100	Daniel Granerud	Added the new prefab to the script
2014-03-24 11:02:52 +0100	Daniel Granerud	Fixed it

2014-03-24 11:30:00 +0100	Per Kristian warvik	Fixed texture setting in setDesign for the boxes.
2014-03-24 12:15:47 +0100	Daniel Granerud	Sliders for addition!
2014-03-24 12:43:07 +0100	Jakob Sand Svarstad	hid the realworld axis visualiser and made creators and rules for some readable rules
2014-03-24 12:54:23 +0100	Per Kristian warvik	Fixed extreme and unnecessary lag by putting some lines in awake instead of update.
2014-03-24 12:54:56 +0100	Daniel Granerud	Added new info box
2014-03-24 12:55:05 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-24 13:09:36 +0100	Daniel Granerud	Chagned prefab
2014-03-24 13:32:55 +0100	Jakob Sand Svarstad	removed some unused prefabs
2014-03-24 13:34:17 +0100	Jakob Sand Svarstad	trying again
2014-03-24 13:36:37 +0100	Daniel Granerud	Changed to fit new prefab
2014-03-24 13:46:32 +0100	Per Kristian warvik	Print an error if design is not stored. Return instead of using info that is not there.
2014-03-24 13:52:37 +0100	Daniel Granerud	whoa fjernet Årten filer som skulle vÅre ignorert?
2014-03-24 14:04:36 +0100	Jakob Sand Svarstad	sligth bugfix
2014-03-24 14:09:43 +0100	Daniel Granerud	Fikset navn og shit
2014-03-24 14:10:25 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-24 14:16:30 +0100	Daniel Granerud	Fjernet en ekstra pause skjerm fordi ingen andre ville ha den.
2014-03-24 14:20:40 +0100	Daniel Granerud	Ekstra pragma og en prefab som jeg ikke vet hvor kom fra.
2014-03-24 14:22:55 +0100	Daniel Granerud	Oooops
2014-03-24 14:27:54 +0100	Jakob Sand Svarstad	try this
2014-03-24 14:30:51 +0100	Daniel Granerud	No, try this
2014-03-24 18:11:53 +0100	Per Kristian warvik	Moved vuforia files to a folder in Plugins. Now they should be compiled before javascript and therefore more accessible.
2014-03-24 18:26:51 +0100	Per Kristian warvik	Scene 4
2014-03-25 11:22:22 +0100	Jakob Sand Svarstad	cubes are moving again... i have no idea why they are pink....pekaaw? we should move them out of view for the camera.
2014-03-25 11:23:41 +0100	Daniel Granerud	Can now store the file that contains the wooodds data
2014-03-25 11:31:45 +0100	Daniel Granerud	Merge branch 'master' of <a href="http://github.com/pekaaw/cogARC">http://github.com/pekaaw/cogARC</a>
2014-03-25 12:54:40 +0100	Per Kristian warvik	Changed FramemarkerContainer.prefab. Hopefully we will have the scripts right.
2014-03-25 13:02:50 +0100	Daniel Granerud	Fjernet ting fra .gitignore
2014-03-25 13:16:55 +0100	Daniel Granerud	Moved NewGameCreator to correct folder
2014-03-26 08:40:09 +0100	Daniel Granerud	Moved the GUI skins into a GUIskins folder to make them resource loadable. Made all the public skin variables private to reduce cluster in the inspector.
2014-03-26 09:31:28 +0100	Per Kristian warvik	Made it so that if none cubedesign is set, the default colours will be applied.
2014-03-26 10:52:40 +0100	Jakob Sand Svarstad	minor bug fixes, camera prefab with light
2014-03-26 11:46:16 +0100	Per Kristian warvik	Moved the textmesh to the box instead of the box' parent.
2014-03-26 11:59:27 +0100	Jakob Sand Svarstad	turned the light to point forward instead of backward and made a Dubug.LogError in box collisionscript
2014-03-26 12:07:54 +0100	Jakob Sand Svarstad	fixed error in worldstate
2014-03-26 12:19:01 +0100	Daniel Granerud	Tweaked the timer and score, added Jakob
2014-03-26 12:26:02 +0100	Daniel Granerud	It's now private!
2014-03-26 12:33:30 +0100	Jakob Sand Svarstad	nyumnymnymnymnymnymnymnym nym nymnymnym moved the boxes relative to the framemarkers
2014-03-26 12:44:55 +0100	Daniel Granerud	Removed pause screen prefab

2014-03-26 12:48:44 +0100	Jakob Sand Svarstad	fix the boxscaling and position again, i think its right but PK has my cable and its hard to see with the webcam
2014-03-26 13:32:25 +0100	Daniel Granerud	Added a text field to the inspector that can be used to describe what the user is supposed to do.
2014-03-26 14:31:23 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-03-26 14:41:41 +0100	Jakob Sand Svarstad	fixing my derp
2014-03-26 15:08:15 +0100	Daniel Granerud	No more invisible default boxes
2014-03-26 16:08:45 +0100	Per Kristian Warvik	Disabled the transparent shader since it is not available at the phone. Also cleaned up a little by removing some outcommented and deprecated stuff.
2014-03-26 16:24:30 +0100	Jakob Sand Svarstad	added game task hint to loading screen - incomplete
2014-03-26 16:27:30 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-03-27 10:58:32 +0100	Daniel Granerud	Removed text design as an enum and commented out all relevant code. Small change to UI when inputting text for the designs of boxes
2014-03-27 11:23:26 +0100	Daniel Granerud	Small UI change
2014-03-27 11:27:19 +0100	Per Kristian Warvik	Merge pull request #1 from pekaaw/Removed_textdesignenum
2014-03-27 11:38:48 +0100	Per Kristian Warvik	Added a little grouping spacing in the UI and then removed a file.
2014-03-27 13:41:17 +0100	Jakob Sand Svarstad	think i have done the creators done now but they are still untested and there may be bugs. for the woords one i am waiting the file -reader thing
2014-03-27 13:41:36 +0100	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-03-27 14:22:30 +0100	Jakob Sand Svarstad	activated the preset function for addition. NOTE :::::the Addition rule crashes dont run this rule yet
2014-03-27 14:26:07 +0100	Daniel Granerud	Did some beutiy for Jakob
2014-03-27 14:26:07 +0100	Daniel Granerud	Did some beutiy for Jakob
2014-03-27 14:26:49 +0100	Daniel Granerud	Merge branch 'master' of <a href="https://github.com/pekaaw/cogARC">https://github.com/pekaaw/cogARC</a> into Removed_textdesignenum
2014-03-27 14:31:46 +0100	Daniel Granerud	Merge branch 'Removed_textdesignenum'
2014-03-27 14:35:50 +0100	Per Kristian Warvik	Added the shader for transparency.
2014-03-27 15:31:16 +0100	Per Kristian Warvik	Switch statement to look for a shader that will work with transparency. Set text with color on cubes when they should show up.
2014-03-27 16:12:23 +0100	Per Kristian Warvik	With grid rules. ACTUALLY USE BOXDESIGNCOLOURS. OK J.
2014-03-27 16:16:57 +0100	Per Kristian Warvik	Fixed bug, so now a box can have both a texure and a backgroudn color. This also work with transparency in picture and with transparency in cube color.
2014-03-31 09:01:09 +0200	Daniel Granerud	This should hopefully fix the error of cube designs having the wrong function being run.
2014-03-31 11:08:27 +0200	Jakob Sand Svarstad	fixed the pair-design-error thing
2014-03-31 11:27:33 +0200	Jakob Sand Svarstad	fixed creator for addition and now i am actually pushing the thing from my last commit
2014-03-31 13:07:09 +0200	Per Kristian Warvik	Tried to fix the bug where paircolors were not coherent.
2014-03-31 13:09:17 +0200	Per Kristian Warvik	Just a filled in scene.
2014-03-31 13:11:47 +0200	Per Kristian Warvik	On addition, we need a minimum of to boxes to make them collide and find the answer. we also can have up to 10 boxes, not 9 as earlier specified.
2014-03-31 13:12:35 +0200	Jakob Sand Svarstad	added hint to how to solve addition task
2014-03-31 13:13:09 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-03-31 14:53:32 +0200	Daniel Granerud	Level text parser. It works a little bit, the replace method is a bit wonky though so it must be improved, there is two cases where the letter has not been replaced, also what I am returning is filled with null and stuf so it is not deployment ready.



2014-03-31 14:57:17 +0200	Jakob Sand Svarstad	i think it works but i couldnt complete a 43 task with 18+18-7. check if letter count per number is a problem.
2014-03-31 14:58:25 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-03-31 15:41:07 +0200	Jakob Sand Svarstad	PLEASE IGNORE MY LAST COMMIT MESSAGE .... fixed the lerp of number of boxes used for addition
2014-03-31 16:24:37 +0200	Per Kristian warvik	Removed some logging that were used for debugging.
2014-04-01 13:26:33 +0200	Jakob Sand Svarstad	added a break before next level loads, still waiting for correct/wrong mark. made untested constructor and tester for composite numbers.
2014-04-01 13:44:40 +0200	Jakob Sand Svarstad	renamed variables use these for compositenumbers too
2014-04-01 14:21:58 +0200	Jakob Sand Svarstad	fixed the compositenumbers things and changed a variable name, composite numbers should now work as soon as we get the inspector stuff done but it doesn't tell you what the level goal is yet
2014-04-01 14:30:24 +0200	Jakob Sand Svarstad	HalfCubeScale made public
2014-04-01 14:34:18 +0200	Jakob Sand Svarstad	added hint to compositenumbers game
2014-04-01 14:47:34 +0200	Per Kristian warvik	Fixed scaling of text on cube. Now it will not just scale in X, but also in Y. The text will also get some padding to the edge of the box.
2014-04-01 15:04:56 +0200	Daniel Granerud	I hope this works. It should work, it looks so nice.
2014-04-01 15:21:02 +0200	Daniel Granerud	#####
2014-04-02 10:11:46 +0200	Jakob Sand Svarstad	set return type
2014-04-02 10:24:19 +0200	Jakob Sand Svarstad	reading the file
2014-04-02 10:53:09 +0200	Daniel Granerud	Added more -1 and number of words.
2014-04-02 10:57:22 +0200	Daniel Granerud	I hate strings
2014-04-02 11:34:57 +0200	Jakob Sand Svarstad	did i do something?
2014-04-02 14:00:09 +0200	Daniel Granerud	Cleaned up in some scripts and made a creator for the New Game so you don't have to add a empty object and add the script, you're welcome
2014-04-02 14:53:11 +0200	Jakob Sand Svarstad	the anyways-rule works now but its dreadfully over complex so i'll have to go over this tomorrow
2014-04-02 14:53:27 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-03 11:12:42 +0200	Jakob Sand Svarstad	fixed the gyrorotor again to use find with tag its vectors and added a script to scripts prefab
2014-04-03 11:16:31 +0200	Daniel Granerud	Begun work on the levels, also updated a few scripts to be more private and added a field for Game Name in the inspector.
2014-04-03 12:12:03 +0200	Daniel Granerud	Preliminary setup of all the scenes that are to be used inn the game are now complete, removed text boxes in the inspector where there should be none
2014-04-03 12:52:45 +0200	Jakob Sand Svarstad	REFRACTORING standardized the cubes MyDataPacket. cubes will now have to have something other than ""(empty string) to be in use, regardless of game. cubes with empty strings as datapackets will no longer registerer for collisions
2014-04-03 12:55:40 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-03 13:17:24 +0200	Daniel Granerud	worked on the main menu to make it work and stuff and shit
2014-04-03 13:34:00 +0200	Jakob Sand Svarstad	got the woords game working again after the refractoring still need too look into the effiency
2014-04-03 13:34:06 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-03 13:44:59 +0200	Daniel Granerud	Tweaked the placement of the Main Menu and the Timer and Score GUI elements.
2014-04-03 14:31:17 +0200	Jakob Sand Svarstad	#####
2014-04-03 14:31:22 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-07 11:23:24 +0200	Daniel Granerud	Small change to the inspector that I can't believe that I haven't seen before.
2014-04-07 11:48:09 +0200	Daniel Granerud	Changed after Jakob's wishes.
2014-04-07 11:58:28 +0200	Jakob Sand Svarstad	...fixed another bug with woords and tried to start using right and worgn markers none visible yet

2014-04-07 11:59:00 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-07 12:11:34 +0200	Daniel Granerud	Forrandret pÅ¥ nÅ¥r man kan sette text pÅ¥ cubes
2014-04-07 13:21:01 +0200	Jakob Sand Svarstad	added correct markers to pair , except the turquoise one
2014-04-07 13:21:23 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-07 15:26:29 +0200	Jakob Sand Svarstad	fixed the correct mark parent bug
2014-04-07 15:37:24 +0200	Daniel Granerud	New particle effects
2014-04-08 11:29:08 +0200	Jakob Sand Svarstad	fixed wrong marker and some bugs, and added correct-marker to addition
2014-04-08 14:08:42 +0200	Jakob Sand Svarstad	I ... am alittle pissed off... im gonna pack up now and take a sick-leave before i ruin the project ..again
2014-04-09 15:59:31 +0200	Jakob Sand Svarstad	Warning not tested, i did this at home. added the rest of the correct markers. if something is wrong with this its most likely an indexing error. array-index out of range or incorrect object showing correct marker
2014-04-10 10:44:00 +0200	Jakob Sand Svarstad	added scorebonuses to all games and penalty to grid
2014-04-10 10:59:31 +0200	Daniel Granerud	Changed scale and rotation of the markers.
2014-04-10 12:27:16 +0200	Jakob Sand Svarstad	2 bug fixes
2014-04-10 12:29:05 +0200	Daniel Granerud	Added min and max boxes for Composite numbers
2014-04-10 12:36:25 +0200	Daniel Granerud	Snudd timer
2014-04-10 12:39:19 +0200	Jakob Sand Svarstad	selected file for wooords game
2014-04-10 12:59:43 +0200	Jakob Sand Svarstad	set the number of cubes in find the answer
2014-04-10 13:09:33 +0200	Daniel Granerud	Changed reading from file to storing the content of the file as a string.
2014-04-10 13:12:35 +0200	Daniel Granerud	ReadLevelFromFile now takes a string with the content instead.
2014-04-10 13:52:25 +0200	Daniel Granerud	Fixed wooordsfile
2014-04-14 15:32:33 +0200	Jakob Sand Svarstad	made a textbox showing the users addition-rule answer on the top/ left box
2014-04-14 18:34:05 +0200	Jakob Sand Svarstad	POTENTIALLY UNSAFE COMMIT !!!!! fixed the timers, toggle time-limit and display sum in addition-rules. changed the procedure for testing to be more suited for point penalties ( this last thing needs some testing)
2014-04-15 13:55:03 +0200	Jakob Sand Svarstad	added timelimit to see the grid solution. just have to hide it when loadingscreen is still up
2014-04-15 18:39:25 +0200	Jakob Sand Svarstad	hid the gridhint while time is stopped
2014-04-15 19:03:09 +0200	Jakob Sand Svarstad	increased the estimate to be for all levels as it should be
2014-04-16 18:58:10 +0200	Jakob Sand Svarstad	you may get 10 error messages but nothing is wrong and nothing is broken
2014-04-17 14:35:16 +0200	Jakob Sand Svarstad	game sequence and all games button
2014-04-17 14:40:13 +0200	Jakob Sand Svarstad	think i fixed the 10 errors from before
2014-04-17 16:41:39 +0200	Jakob Sand Svarstad	bug fixes
2014-04-17 16:49:00 +0200	Jakob Sand Svarstad	removed the extra initial score
2014-04-21 15:05:42 +0200	Jakob Sand Svarstad	set the time for woords back up to 10 minutes put the highscore list to use and added carryover score to gamescenesequenece
2014-04-21 15:33:01 +0200	Jakob Sand Svarstad	reset sequence when returning to mainmenu
2014-04-22 09:35:03 +0200	Daniel Granerud	Added username to the storing and retrieval of score for games.
2014-04-22 09:55:48 +0200	Jakob Sand Svarstad	fixed a bug with updating the game state
2014-04-22 09:55:54 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-22 11:03:15 +0200	Jakob Sand Svarstad	just a minor change
2014-04-22 11:58:53 +0200	Daniel Granerud	Updated UI
2014-04-22 12:00:17 +0200	Daniel Granerud	Stop tracking the monodevelop preferences
2014-04-22 12:13:33 +0200	Daniel Granerud	Adding cogARC.userprefs to gitignore.

2014-04-22 12:23:04 +0200	Jakob Sand Svarstad	trying to fix woords, not done yet
2014-04-22 12:23:36 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-22 13:00:29 +0200	Jakob Sand Svarstad	two bug fixes
2014-04-22 13:01:58 +0200	Daniel Granerud	Testing
2014-04-22 13:12:09 +0200	Daniel Granerud	Oops, my bad.
2014-04-22 13:51:47 +0200	Daniel Granerud	Push so Jakob can test
2014-04-22 14:26:27 +0200	Jakob Sand Svarstad	woords is now fully playable on mobile, but highscorelist is still messed up, and there is a graphical error with the inactive cube
2014-04-22 15:19:28 +0200	Daniel Granerud	Updated the score screen. Should be somewhat correct.
2014-04-22 15:30:13 +0200	Jakob Sand Svarstad	fixed the graphics bug in woords
2014-04-22 15:30:20 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-22 16:20:30 +0200	Jakob Sand Svarstad	Closing on to the error, but not quite there yet. something with scorescreen.registrer score
2014-04-23 10:42:54 +0200	Jakob Sand Svarstad	fixed the timer bug
2014-04-23 11:11:41 +0200	Daniel Granerud	Loading screen now has a highscore list!
2014-04-23 11:19:00 +0200	Jakob Sand Svarstad	removed penalty in addition rule, it was overpowered. set linewidth on hints in rule.js
2014-04-23 11:19:07 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-23 13:28:22 +0200	Jakob Sand Svarstad	pretty much redid the find the answer game from scratch
2014-04-23 14:56:19 +0200	Jakob Sand Svarstad	fixed the score carry over from game to game
2014-04-23 15:39:25 +0200	Jakob Sand Svarstad	fixed the timestop grid point loss in loadingscreen bug-thingy
2014-04-23 16:02:02 +0200	Jakob Sand Svarstad	nil
2014-04-23 16:12:11 +0200	Jakob Sand Svarstad	made addition hint visible when there is less than normal cubes, but it only adds up the normal amount of cubes even if there are more. this hint shows up some times when its not suppose to we have to fix this...
2014-04-24 10:53:12 +0200	Jakob Sand Svarstad	nerfed the addition game
2014-04-24 11:27:53 +0200	Daniel Granerud	we can once again register the name of a player!
2014-04-24 11:41:56 +0200	Jakob Sand Svarstad	made a few comments and added more correct markers ... because they are awesome
2014-04-24 11:44:58 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-24 14:45:46 +0200	Jakob Sand Svarstad	fixed the textscale-bug with unity-magic
2014-04-24 14:57:18 +0200	Daniel Granerud	Recentered the pause screen
2014-04-24 14:59:00 +0200	Daniel Granerud	Removed a mistakenly placed scene sequence script
2014-04-24 15:23:47 +0200	Daniel Granerud	Some changes was not saved for some reason, re- pushing
2014-04-28 10:03:35 +0200	Daniel Granerud	Clean up and commenting of code.
2014-04-28 10:18:17 +0200	Jakob Sand Svarstad	added a semicolon
2014-04-28 10:36:41 +0200	Jakob Sand Svarstad	6. and 9.
2014-04-28 11:11:08 +0200	Jakob Sand Svarstad	made the scorescreen correct size for me, but you should all try as well
2014-04-28 11:16:14 +0200	Daniel Granerud	More comment and cleaning!
2014-04-28 11:19:01 +0200	Per Kristian Warvik	Adding icons for the main menu.
2014-04-28 11:20:37 +0200	Per Kristian Warvik	Adding the icons to the main menu. Strange how a short commit message can sum up hours of frustration, research and work. But well..
2014-04-28 11:21:44 +0200	Per Kristian Warvik	Just adding the meta file for the icons folder for clearitys sake.
2014-04-28 11:47:31 +0200	Daniel Granerud	And done!
2014-04-28 11:48:18 +0200	Jakob Sand Svarstad	fixed the size of another scorescreen.
2014-04-28 11:48:56 +0200	Daniel Granerud	Made an error in the order of variables.
2014-04-28 11:49:36 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-28 11:54:58 +0200	Per Kristian Warvik	Changed the look of the main menu to make it look 90sgood.

2014-04-28 12:23:15 +0200	Jakob Sand Svarstad	fixed the size of the highscore lists for both the tablet and my phone
2014-04-28 12:23:27 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-28 12:32:06 +0200	Per Kristian warvik	Unity deleted this.
2014-04-28 12:32:53 +0200	Per Kristian warvik	Changed game names and game pr line settings in main menu in the scene.
2014-04-28 12:34:10 +0200	Jakob Sand Svarstad	fixed the show-cubes-during-loadingscreen-issue
2014-04-28 12:34:56 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-28 12:56:38 +0200	Jakob Sand Svarstad	hid some gui in loadingscreen menu
2014-04-28 13:14:33 +0200	Jakob Sand Svarstad	hid some more gui and lowered the time the correctmarkers are shown
2014-04-28 13:15:30 +0200	Daniel Granerud	Testing, scorescreen has failed.
2014-04-28 14:24:14 +0200	Jakob Sand Svarstad	fixed the pair found before game starts bug
2014-04-28 14:24:21 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-28 14:41:20 +0200	Per Kristian warvik	Created medium sized icons and put them into the folder medium. The old ones we put into the folder small. These may be choosen between dynamically at a later point.
2014-04-28 14:48:47 +0200	Per Kristian warvik	Added changes in MainMenu to load the images from the new folder.
2014-04-28 15:02:24 +0200	Per Kristian warvik	Changed the text on scorescreen to be white.
2014-04-28 15:14:34 +0200	Daniel Granerud	Won't give you error.
2014-04-28 15:56:55 +0200	Jakob Sand Svarstad	removed cubes from pause menu
2014-04-28 16:06:29 +0200	Jakob Sand Svarstad	removed pause option from scorescreen
2014-04-28 16:21:52 +0200	Per Kristian warvik	Changed the text to be white on the loading screen. Also put a layer in the background to darken it a bit.
2014-04-28 16:29:26 +0200	Jakob Sand Svarstad	got a little farther with the reload level, but its still bugged up
2014-04-28 16:49:13 +0200	Per Kristian warvik	Changed the markers to be put out of the box and rotate it to something that looks nice. why should it be so hard...
2014-04-29 09:20:56 +0200	Daniel Granerud	Removed Jakobs newly added newlines in PauseScreenScript.js.
2014-04-29 09:24:15 +0200	Daniel Granerud	why must you make so many empty lines everywhere?
2014-04-29 12:48:35 +0200	Jakob Sand Svarstad	think i fixed the bug with the reload game. however there is a consistant error with vuforias tracker handlerer being destroyed, so that it can not initialize the trackers/markers.
2014-04-29 12:57:15 +0200	Per Kristian warvik	Changed the structure of the icon folder.
2014-04-29 13:00:01 +0200	Per Kristian warvik	#####
2014-04-29 13:06:05 +0200	Per Kristian warvik	Care about that imagetargettexture.meta file.. don't need tracking...
2014-04-29 13:41:50 +0200	Jakob Sand Svarstad	daniel was being an idiot... as usual, HOWEVER I ALSO ADDED SOME GOOD VIBES TO THE GAMES!!!!!!
2014-04-29 13:41:55 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-29 13:50:28 +0200	Jakob Sand Svarstad	increased time estimate for the 5 first games and increased difficulty on grid to a more normal level
2014-04-29 15:26:39 +0200	Per Kristian warvik	Changed style to use local copy of the skin. This was done, but now in a way we want to use in the program..
2014-04-29 16:36:14 +0200	Jakob Sand Svarstad	divided a function
2014-04-29 18:06:58 +0200	Jakob Sand Svarstad	made a logging function for wooords, its only using Debug.Log at the moment, but it has most of the functionallity simon wanted for logging in this game
2014-04-29 18:45:28 +0200	Per Kristian warvik	Changed the way we did style in the Loadingscreen.
2014-04-29 18:46:44 +0200	Per Kristian warvik	Changed the way we did styling in Scorescreen.
2014-04-29 18:48:36 +0200	Per Kristian warvik	Changed the way we did styling in timer and score. Also added a black 50 percent opacity background for this.

2014-04-29 18:49:50 +0200	Per Kristian warvik	Added changes in the skin.
2014-04-30 09:45:07 +0200	Per Kristian warvik	Changed a typo in the game instruction.
2014-04-30 11:38:49 +0200	Per Kristian warvik	Switched the position between exit and name button in main menu so that the exit button could be to the lower right on the menu.
2014-04-30 12:57:11 +0200	Jakob Sand Svarstad	Fixed more bugs, and reenabled restart level it works now
2014-04-30 12:57:28 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-04-30 14:57:39 +0200	Jakob Sand Svarstad	event posting has been tested. waiting for simons last edit on the logging data to complete the logging. also need to fix logging for the 5 first minigames, but this should be a breeze.
2014-05-01 15:28:46 +0200	Jakob Sand Svarstad	Logging of events and online highscorelist at gtl
2014-05-01 17:06:06 +0200	Jakob Sand Svarstad	fixed the woords game hint text
2014-05-01 17:43:57 +0200	Jakob Sand Svarstad	possible bug fix. there was some times when the application would go on to the next level at the beginning of a level... i think, and i think this will fix that but its a lot of thinks
2014-05-01 18:27:39 +0200	Jakob Sand Svarstad	did some more of that stuff i did last commit. these two should be tested well
2014-05-05 10:49:52 +0200	Jakob Sand Svarstad	i believe this fixes the problem with grid, but the program wont respond if the web-event-logging doesn't work
2014-05-05 15:15:29 +0200	Jakob Sand Svarstad	fixed the bugs from the eventlogger events and usernames can now have spaces standard username is now nullreferencename
2014-05-06 13:43:20 +0200	Jakob Sand Svarstad	simplified some logging
2014-05-08 12:35:25 +0200	Per Kristian warvik	Removed empty folder.
2014-05-08 13:53:29 +0200	Jakob Sand Svarstad	removed unused file
2014-05-08 13:54:44 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-05-08 13:59:45 +0200	Per Kristian warvik	Deleted PlayerPrefsX 1.js after discussing this in the group 08.05.2014.
2014-05-08 14:49:47 +0200	Jakob Sand Svarstad	fixed that game we aren't using
2014-05-08 14:49:52 +0200	Jakob Sand Svarstad	Merge remote-tracking branch 'origin/master'
2014-05-08 15:03:25 +0200	Per Kristian warvik	Adding an explanation for why this file exists.
2014-05-12 10:57:15 +0200	Jakob Sand Svarstad	fixed a bug in the grids game
2014-05-12 15:03:00 +0200	Jakob Sand Svarstad	fixed spaces in usernames for online highscorelist
2014-05-16 13:37:29 +0200	Per Kristian warvik	Made icons better for usability.